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MAGAZINE

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most important game

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Game Reviews



113

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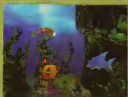
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# Does it get any better than this?

By John Davison • john\_davison@zd.com



**T**he movie industry has its "event movies"—the *Star Wars*, *Star Treks* and *Titanics*—and now it seems that the games industry has true "event games." This month we have been lucky enough to extensively play the "big two" games for this holiday season—*Metal Gear Solid* on the PlayStation and *Zelda on the N64*. And while all this was going on, we also got some hands-on time with the "next big thing" over in Japan...namely the first batch of Dreamcast games, including a perfect version of *Virtual Fighter 3*. It is indeed a good time for videogames. All of these titles are of such incredible quality that they significantly shift the proverbial goal posts within the context of our whole genre of entertainment. Howard Lincoln has been recently (and somewhat bizarrely, if taken out of context) quoted referring to *Zelda* as the *Game With the Wind* of gaming. It may seem like an odd simile to make, but he has a point. *Zelda* will probably be responsible for a significant change in fortunes for the N64. As for *Metal Gear*, well...what can we say? It's practically the perfect entertainment experience—and not only does it put pretty

**"Now more than ever there's less and less of an excuse for games to be released that are nothing more than regurgitated 3D crap. There's an awful lot of it around, and in the holiday madness ensuing at the moment you can't help but wonder at the creative justification for some of the trash that's being peddled."**

much all other PlayStation titles to shame, it also has a crack at outperforming a lot of action movies in terms of both scripting and spectacle. As for the Dreamcast stuff...we'd all like arcade-perfect versions of *Italy 2* and *VF3* along with other games that all look better than most 3D-accelerated PC titles wouldn't we?

So what does this mean for us? Well, the bar has just been raised. Now more than ever there's less and less of an excuse for games to be released that are nothing more than regurgitated 3D crap. There's an awful lot of it around, and in the holiday madness ensuing at the moment you can't help but wonder at the creative justification for some of the trash that's being peddled. Check out this month's Review Crew section and you'll notice a definite "line" of quality. On one side there are some glorious examples of creative genius, while on the other we find yet more pathetic excuses of 3D, brown-textured rubbish with no entertainment value whatsoever. Don't get fooled by these this Christmas.

There are a number of exquisite "must-buy" games that will be responsible for making life better for everyone. Check them out. Just wait until next year and there'll be games appearing that push the existing systems to the limits. Developers will be trying to outdo *Metal Gear's* graphical splendor, *Zelda's* undeniably thoughtful design, while at the same time trying to convince the PlayStation and the N64 to do Dreamcast-like tricks. Remember how good SNES games got when PlayStation and Saturn were announced? Anticipate the same kind of jump in the next six months. For the time being, things haven't often been as good as they are now. Enjoy.

**Publisher**  
 Jonathan Ross  
**Editorial Director**  
 J. Rank • joe.rank@zd.com

**Editor in Chief**  
 John Davison • john\_davison@zd.com  
**Managing Editor**  
 Cassi Rager • cassi\_rager@zd.com  
**Features Editor**  
 Jason Beyer • jason\_beyer@zd.com  
**Reviews Editor**  
 John Riccetti • john\_riccetti@zd.com  
**Associate Editors**  
 Van Pelt • van\_pelt@zd.com  
 James Smith • james\_smith@zd.com  
 Johnny • johnny@zd.com  
**Contributing Editors**  
 James Brooke • James.Brooke@zd.com • Peter Mac Donald  
 Joe Fialler • joe.fialler@games.com  
 Mark Mitchell • mark.mitchell@games.com  
**News Editor**  
 Chris Johnston • chris\_johnston@zd.com  
**Tricks Editor**  
 Barry Murphy • barmurphy@zd.com  
**Archie Editor**  
 Mark Hall • mark\_hall@zd.com  
**West Coast Editor**  
 Victoria Ryzynska • vict\_ryzynska@zd.com  
**Third-Party Liaison**  
 John Blockmeyer • john\_blockmeyer@zd.com

**Creative Director**  
 Michael Szymanski • michael@zd.com  
**Senior Art Director**  
 Cyril Wachter • cyril\_wachter@zd.com  
**Associate Art Directors**  
 Annette Schwab, Jim Conrath, Scott Peus

**TOKYO BUREAU**  
**Vice Entertainment**  
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 Matthew Seligson, Producer  
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**Production Manager**  
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**Production Assistant**  
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**Systems Analyst**  
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**Ad Sales, Publisher Sales & Marketing**  
 James Rager  
 Tel: 415-207-5200 e-mail: james\_rager@zd.com  
**Account Executive**  
 Katherine Lynch  
 Tel: 415-207-5200 e-mail: katherine\_lynch@zd.com  
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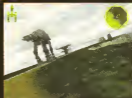
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2 Which is best when infiltrating an enemy stronghold?



3 High testosterone levels can be detrimental in which scenario?



4 Divulge critical information only when being tortured with a \_\_\_\_\_.



For the question of the watch, find the biggest 5 in the world. 2. Every Special Forces soldier knows combined hours make excellent hiding places. "By-the-way" research shows that the more humans in a hobby in most off-and-on death scenarios. Sorry, please. 4. None of the above. The enemy better not get so much as a nuclear crash they've caused up. 5. None. After three years of development, critics are taking their eye. Said as the best game of the year. End of story. 6. One looking better took and you'll be playing in your gun-a-past boots. 7. 7. Trying that low sold may cause all sorts of bloody physics (and side effects). Instead of that, fragging consoles and fractal espionage games only cause nightmares in reality seeking class. (Of course, broccoli can make some of us a bit gassy.)

5 Critics are hailing Metal Gear Solid as the best game of the year.

True



True



6 Which one will make your worthless civilian life flash before your eyes?



7 Sweaty palms and rapid heart rate are symptoms of \_\_\_\_\_.



8 Which one could create a 30-megaton "incident"?



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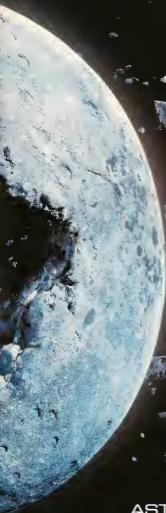


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# Contents

Electronic Gaming Monthly, December 1998, Issue 115

## Features

### 220 - The Hyrule Tattler

The kingdom's number-one 16-page gossip rag leaves no stone or scandal unturned with its look at Link's shocking new mega-adventure. This, and chickens...

### 190 - How to Import Japanese Games

The third installment in our how-to series shows where to go to find Japanese games, how to get 'em working on your systems—even how to read Japanese.

### 248 - EGM's Grudge Match

WWF War Zone vs. WCW/nWo Revenge—it's wrestling game versus wrestling game in the first installment of our new series that pits similar games against each other.

### 208 - How Real is Metal Gear Solid

As if there aren't already enough reasons to love MGS, it also gave us the perfect excuse to dress a familiar-looking model in loads of lethal gear from the game.

## Departments

### 6 - Editorial

Why bother releasing crap when MGS and Zelda 64 exist?

### 22 - Letters

More trouble with girls who got game.

### 34 - News

All of the info you could ever want on Dreamcast (pricing, launch games, etc.) straight from the Tokyo Game Show.

### 66 - Gaming Gossip

Loads of PlayStation 2 rumors and more Dreamcast info.

### 252 - Review Crew

Ahem...Metal Gear Solid anyone? Also Xenogeos and Pokémon.

## PREVIEWS

### 80 - Nintendo 64 Previews

Shots from Acclaim's hilarious South Park game, hi-res Rogue Squadron pics and a preview of Earthworm Jim 3D.

### 108 - PlayStation Previews

Believe it or not, Quake II is coming to the PS. We also preview Tomb Raider 3, R4: Ridge Racer Type 4 and NBA Live 99.

### 270 - Jump Start

This month: Metal Gear Solid and Colony Wars: Vengeance

### 274 - Tricks of the Trade

Technu for PlayStation—unlock hidden items and more!

### 282 - Get Some!

Check out our holiday Get Some! extravaganza with four fall pages of toys, electronics and a little guy named Furby.

### 286 - The Final Word

Crispin looks at how Sony and Nintendo are pulling out the high-tech stops to compete with the powerful DC.



### 164 - Saturn Previews

If only Sega would bring Shining Force III Scenario 3 to the States. Also, see our preview for more info.

### 170 - Arcade Previews

Check out our coverage of Atari's Gauntlet Legends and Site 4 and Sega's incredible Star Wars Trilogy.



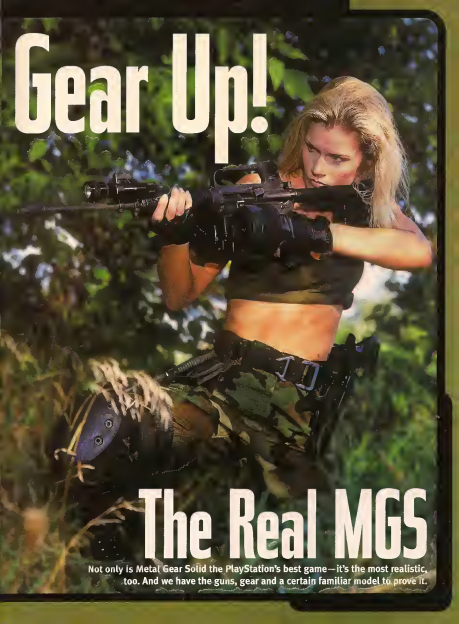
## Game Directory

- 294 Adventure Classics
- 294 Aki's Heartless
- 294 JE-54: J-Turn
- 294 World Football
- 294 Football
- 295 Jackboot Birds
- 295 Santa's Tale
- 295 Southern World
- 295 Silverline
- 295 Softball II: On 2
- 297 Soul A-Move 4
- 297 Cardfight
- 297 Cool Warriors 3
- 297 Crash Band
- 297 Dual Unit Team
- 297 Dream Seeds
- 298 Driver
- 298 Duke Hudson: Tear to Kill
- 298 Dungeon Keeper 2
- 298 Earthworm Jim 3D
- 298 PBA Bowling, The
- 298 Real Fantasy VII
- 298 Rickman's Day
- 298-99 Gauntlet Legends
- 298-99 Gauntlet
- 298-99 Gully Carr
- 298 HandBall 99
- 299 Jackie Chan's Star Assassin
- 299 Japan (Working Title)
- 299 Kickoff Soccer First
- 299 Live Wire
- 299 Lode Runner 64
- 299 Lucky Luke
- 299 Matrix Residents 99
- 299 MadCat
- 299 Metal Gear Solid
- 299 Michael Owen's World Soccer Soccer
- 299 Nike's Astro Lanes
- 299 Monkey Hero
- 299-300 NBA Live 99
- 299 NCAA Gamebreaker 99
- 299 NFL Face Off 99
- 299 Oddworld: Abe's Oddysee
- 299 QJ-B
- 299 Poolroom
- 299 Pool Hunter
- 299 Quake II
- 299 R4: Ridge Racer Type 4
- 299 Raven's Racing
- 299 Rumble Fish
- 299 Super Squadron
- 299 Running Wild
- 299 Sash in Extreme Racing USA
- 299 Shadow Machines
- 299 Shining Force III Scenario 3
- 299 Silent Hill
- 299 Site 4
- 299 Small Soldiers
- 299 South Park
- 299 Star Wars Trilogy
- 299 Stunt
- 299 Superman 64
- 299 Survival Day One
- 299 Sybil's Flight
- 299 Test Drive 5
- 299 Test Drive: Off Road 2
- 299 Turbo Island 3
- 299 Top Gun: Over Drive
- 299 Tricked Up: Showdown King
- 299 Tricked: Metal 3
- 299 Virtual Pool 4
- 299 WAD 9
- 299 WhipOut 64
- 299 WWE: WrestleMania
- 299 Xenogeos

Sweet Tooth is back and he's pissed. See page 106 for the preview of TMJ.



# Gear Up!

A woman with blonde hair, wearing a black crop top, black tactical gloves, and camouflage pants, is aiming a black assault rifle. She is positioned in a lush, green jungle environment. The image is framed with a dark border.

## The Real MGS

Not only is Metal Gear Solid the PlayStation's best game—it's the most realistic, too. And we have the guns, gear and a certain familiar model to prove it.

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THROWER  
ON  
BOARD  
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# letters

Compiled by Shoe

## Letter of the Month

### Girls Are Just Like Guys. Except They Smell Better.

In the past, I've read very few letters from girls, and most of those letters bash the industry and comment on how sexist and offensive videogames are to women. In some aspects, maybe they are, but that's not how I look at it. I'm not writing you to tell you how sick I am of gun-toting, scantily clad, big-breasted women because that doesn't bother me. I'm writing to give you another point of view, from a gal who is having a damn good time with her PlayStation!

Videogames and I go a long way back. I've seen them change and grow through the years. Maybe that's why I'm not offended by the sex and violence content, because I've gradually gotten used to them. (Or maybe it's because I'm a huge tomboy. I don't know.)

Thus, games these days are geared toward the male audience. But those games I think I enjoy the most (like Tomb Raider, for example. Lara Croft not only made videogaming history, but also became an object of desire among men. To me, Lara Croft really showed what girls can do. She's

tough, she's smart and she can kick some serious butt!) So what if she's a size DD—it's not her fault, right? Resident Evil 4 is another one of my favorites. I just love blowing off zombie heads with my shotgun.

Trust me. Girls are not that different than you. We don't have special "needs." We don't need games created especially for us. Just stick to great games like Tekken 3 and Crash Bandicoot. Eventually, girls will take notice and if they don't, then they don't belong in our happy family. Girls and guys shouldn't judge a game because a busty babe is on the cover. And I think the girls who are disgusted with this are forgetting those dreamy guys out there (like Leon and Cloud).

My advice for the girls out there, look what's right in front of you. What more could you want? If you don't like what's out on the market, then videogames aren't for you. Don't ruin it for the rest of us who love what's out there. For me, I'm in videogame heaven. I'm not living in a man's videogame world. I'm living in MY videogame world.

**Kaitlin Hess  
Peach Bottom, PA**

Lately, we've been getting a lot of mail from female gamers like you. Spice World for the PlayStation must have warmed a lot of you up to videogaming! (Please don't hurt us!



...we're not here to be used as a lobby member. We will be here to play. Favorite PSP title: Metal Gear Solid 2: Sons of Liberty (PS2).

We're just kidding!

Make sure to check out what Nikkii Douglas, publisher of Girl Gamer, has to say about girls and gaming in this month's Press Start.

...I'm not here to be used as a lobby member. We will be here to play. Favorite PSP title: Metal Gear Solid 2: Sons of Liberty (PS2).

### More Girl Support for Lara

All right guys, this is it. This is an opinion from a true girl gamer. I am proud of Lara Croft. It's about damn time we saw a female main character. Think about it. How many games are there with a female protagonist? Not many.

You cannot tell me that Lara's looks alone sold the game. If it had been say, Lance Croft instead of Lara, the game still would have sold well because of the Indiana Jones-type gameplay. True, Lara's "polygonal attributes" are a focus point of most of Tomb Raider's

marketing, but let's face it, sex alone does not sell a game.

Case in point: Who can forget Pandemonium 2's ID, EGO, LIBIDO ad campaign? But we all know the game was wholly forgettable. Tomb Raider 3 and 2 were both fantastic games. I would rather play them than the cartoony bulls\*\*\* that Nintendo tries to pass off as videogames.

So please don't go on about women being exploited in games. I'm just happy to see women in games period, even if they're only appreciated for their bodies. Lara is one hell

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of a role model. She proves that women can kick major ass and not need a boyfriend.

Megan Benoit  
starla79@hotmail.com

OK! OK! Stop busting our balls!

## Girl Power

I am pretty much a normal gamer. I am addicted to Final Fantasy VII and the Tomb Raider series. I play Tekken 'til my fingers are numb, and I spend half my net worth at the arcade. So what? Well, I'm a girl.

In this day in age, I am appalled that people still think the only reason girls go to arcades is to watch their boyfriends play games. I can't have conversations about videogames with guys because they don't take me seriously. It's just still not a generally accepted fact that girls can play and enjoy videogames too. Many girls I know love a good game of Vigilante 8 but would never admit it because it's seen as a butch thing to do. What I have to say to all the girls who hide their videogaming mags behind their copies of VMs is, "Get over it!" Videogames don't make you any less girly! Stop watching your boyfriend play and go kick his ass!

P.S. Thank you for the Women in Gaming feature!

Tatiana Scott  
address withheld

You're welcome.

## Looking for Love In All The Wrong Places

I am a 19-year-old gal who was drawn into the world of videogames many years ago. My first real passion had to be Street Fighter II.



# Rigor Motorist

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I've kept up with it ever since I sat down and didn't stir for oh, eight hours until I beat up M.Bison with the ever-lithe Chun-Li. Since then, I've kept up with the evolving series.

But to say that I kept up purely out of a drive to be the best would be a bit false. I mean, that was the intention at first, but I began to discover that, when playing at the arcade, it was always against a guy. Always! So, as a gal, it was only natural for me to realize that I had stumbled on a veritable gold mine of (mostly) single guys!

Now, I'm no Lara Croft... maybe more of a Princess Toadstool, I'd say. But did I EVER get even a whiff of a date at all? Hardly! I don't understand! I thought that if I showed a guy how good I was at the game, he would be so

thrilled to find a girl who was as interested and dedicated to videogames as he was. I thought he would be convinced that I was "the one."

When that didn't work, I thought that losing was the ticket. I couldn't do it deliberately because it felt too deceptive. So I purposely

played against these genius players. They'd beat me, and what would happen? Nothing! No sympathetic pat on the shoulder, no comforting word, just a steady stare into the screen and the look of a lion awaiting his next kill.

So then I tried the cheerleader approach. I'd stand next to that machine, pick my guy, then cheer or sigh at the appropriate times. That never worked either. None of it ever worked...that's why I'm still single.

What am I doing wrong? I need some advice...am I looking in the wrong place? Or is my approach wrong? I know some purists out there would feel I am abusing the art of the videogame, but I want to have something in common with a guy, and at least I know we'll have something to talk about. Is this just some half-baked fantasy? Has anyone ever heard any success stories in

this area? I'm at my wit's end!

P.S. Cissie is pretty cute...is he looking for a Princess Toadstool? Just a thought...

Kim Hoffman  
r\_pooka@juno.com

You want some advice? Quit hanging out with dorks!

## No Thrills

I just found out that Thrill Kill won't reach store shelves because Electronic Arts won't let Virgin release it. Now, I don't know about anyone else, but I don't want someone deciding for me what I can and can't play. Is this not what they made ratings for? I mean, look at Japan. They have games over there that never make it to our shores because of violence and/or sex. Is this right? I say no. Let the gaming nation decide what is too much for us. If a child gets a copy of these types of games, then some parents are not doing their jobs. But, don't decide for us (adults) what we can and can't play.

Kevin Newell  
LyncaAssault@webtv.net

Actually, Electronic Arts has every right to decide whether you should play Thrill Kill or not. You see, it's their game. They can do whatever they want with it.

See Press Start for details on Thrill Kill's early demise.

## We Love Our Readers, But...

Issue Pisto's Question of the Moment was, "What Game Franchises Need To Die before More Sequels Come Out?" One response from CoACESo@aol.com was, "Sonic needs to have his ass blown away." You guys printed his response, which means you obviously must somewhat agree with it. Yet, you feel the need to publish an issue featuring Sonic the Hedgehog on the cover and print a, ummm...one...two...a 10-page article on Sonic's new game? I'm just a little confused. Could you help me clear my head on this subject?

Mike Atherton  
Metal01@aol.com

Sorry to burst your bubble, but we do agree with every reader comment that we

print on these pages. If we did, then that'd mean we're Sega biased, Nintendo biased and PlayStation biased. It'd also mean we're "a bunch of fat guys with kegs of beer." (We are not a bunch of fat guys with kegs of beer! We're not actually aspiring to be.)

We are simply providing an open forum for your opinions. Some we agree with, some we don't. How boring would EGM Letters and Question of the Moment be if we only printed letters that we agreed with...

## Dear Shoe,

My sister thinks you're cute.

Galen Li  
d8hmer@pacbell.net



Just because one reader thinks this hedgehog ought to be executed doesn't mean we do too. We love the lil' guy.

## No Games Allowed

I need your electronic expertise to sort out a big misunderstanding. Recently, my mother decided to buy a 36-inch TV. This is great because now I can see all of my games in full glory and in stereo sound.

Unfortunately my mom has other plans. "No N64 or PS will be connected to my new TV!" She believes that gaming systems damage the television that they're connected to. I say she's on crack because gaming systems don't do anything to the TV. Can you help sort out the facts? Do gaming systems damage TVs? I'd just love to hand her the next EGM with your response and watch her squirm!

Jaime Mercado  
jnyiek@san.com

## What does Nintendo need to do to take back the industry's #1 spot?

Three things: Metroid, Kid Icarus and the ability to make a firm decision (64DD?).  
mastervell@email.essn.com

Take over Sony Computer Entertainment! If you can't beat 'em, buy 'em out.  
JN1ake@aol.com

Nintendo has to get Rare to stop making games for pre-schoolers.  
DRm2q7@aol.com

Get rid of them damn games made for children! Start making more M-rated games.  
stormvermin7a@hotmail.com

More games, cheaper prices, more games, cheaper prices...see a pattern?  
Mufferz@aol.com

Ditch the cartridges and have Mario put the smack on Princess Toadstool.  
shinru@ps.net

What don't they need to do?  
RageNChaos@aol.com

Lower licensing fees.  
mussen@oswego.edu

Tell Midway not to make a sequel to War Gods.  
singlegu@infocave.net

## Question of the Moment

Next Month's Question of the Moment: What features would you like to see on the PlayStation 2/Next?

Send your short but sweet responses to: EGM@aol.com with the subject heading: PS2

LONG AGO, A SMALL COUNTRY WAS RESTORED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MORE THAN TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS RELEASED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. 111 RELIC AGAINST 111 RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN...



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Hell, yeah, gaming systems can damage your television! Check this out:



Remember this very silly, very disturbing Naki ad for their Laser Gun with Red Laser Light? Damn that TV got it good...

Actually, your mom isn't entirely stupid. Depending on your TV, you can cause screen burn-in if you leave one still image on for a very long period of time. (You know you have burn-in if you see shadows of the image, even when the TV is turned off.)

But tell your mom not to worry. Most newer televisions are screen burn-in resistant. So unless you're planning on passing your game and leaving for a two-week vacation, your TV should be just fine (and if you do have to pause a game for huge, extended periods, simply turn your television set off).

## U.S. Delays Are A-OK

I just read the [videogames.com](http://videogames.com) newsletter about the Japanese Metal Gear Solid being too short, but being fixed for the U.S. release. I wish people would stop bitching about games coming out in Japan first. Because games come out there first, problems can be resolved, additions can be made, and we can get a superior product (except with Resident Evil: DC).

Mark Buckingham  
markbac@juno.com

A few games get some nice treatment en route to U.S. players, like Activision's *Tenchu* (which received a much-needed boost in enemy AI, among other things). Too bad this sometimes works the wrong way, like with Capcom's *Rival Schools* (which lost an entire mode of play). But still, that's a nice glass-half-full attitude you got there, son. We're proud of you.

Konami did make the U.S. MGS a bit tougher (our Easy difficulty setting is the Japanese default difficulty setting), and

they tweaked the engine a bit (they continued to work on the game after the Japanese release), but the game is still pretty short. Don't let that stop you, however. *Metal Gear Solid* is still mighty fine. And we mean, mighty fine. Will it be the highest-scoring game in the history of the *Review Crew*? Find out in this issue...

## Family Bonding

Thank you a million times for your guide to buying arcade machines (editor's note: EGM #112: "How to Find and Buy an Arcade Game"—don't tell us you missed it). I found an auction in my native Phoenix and bought *Street Fighter III: C.E.* and *Strider*.

I didn't tell my parents that I was going to buy them, so the first thing my dad said was, "What the HELL did you buy?" Then he said, "I'm going to beat you with Ryu."

XM06emX@aol.com

Boy, if you left out "with Ryu" in your letter, it would've turned it from a very happy to a very sad and abusive ending. You're welcome, a million times.

## OOPS

Oh boy this one's going to be a doozy. Seems *Emberlin Stark* from last month's EGM Letters may have jinxed us...

•*Dead or Alive* is Model 2 game, not Model 3 like Mark Hahn said in his *Dead or Alive ++* preview. He's fired. No more free arcade games for him.

•The classic Game Boy *Zelda* cart is not *A Link to the Past* as we stated in our Game Boy Color feature, it's *Zelda: Link's Awakening*. We knew that. But late deadlines can mess with your mind, you know. We're severely punishing the editors responsible for that boo-boo.

•The original *Military Madness* has a Two-player Mode, contrary to what Watson stated in his *Nectaris: Military Madness* preview. Wat never had any friends, so he never discovered the two-player option.

•Big oops: the developers of *Rally Cross 2* are *Idol Minds*, not *Idle Minds*. Yikes. We weren't trying to say anything...it was an honest mistake. Everyone was pointing fingers at everyone else for that one, so we sacked the entire team. Any of you want a job at EGM?

## Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!

### WINNER

Marlon Eric Fernandez  
Q.C. Philippines  
Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Starring (according to Marlon): Guile, Akuma, The Invincible Hyper Long Game John, Shawn "Satch", Gnause "Boy Good", Shin "Lee", "Knap H" Grenade, and Usain Bolt.

### Close, but no controller



Jean-Francois Davel  
Beauharnois, Quebec



Jay Sansom  
Santa Clara, CA



Walter Costanzo—Garden Grove, CA

### The ASCII Control Pad

Put your creative skills to the test by drawing out a 170 envelope (the long business sized) with your own unique ASCII. Send your letters out to:



EGM Letter Art  
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All entries become the property of EGM, and we will not be returning.

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# ASK sushi-



EGM **egm** letters

Who's the most hardcore gamer of them all? Why it's our very own Sashi-X, Electronic Gaming Monthly's top videogame expert. If you have a game-specific question for our mysterious ninja freak, ex, friend, write him! He'll pick out a few and answer them as only he knows how. Send your questions to:

Sushi-X  
1920 Highland Ave. #222  
Lombard, IL 60148  
e-mail: sushi\_x@ed.com

## My 2 Cents

What's your take on *Ergeiz*?

Presben Foye  
Caldwell, ID

I think *Ergeiz* is cool. If the Japanese PlayStation demo is any indication, the conversion will mimic the coin-op almost exactly. In case you didn't know, *Ergeiz* has very similar play mechanics to *Tobal 2*. The action is fast and there's a wide range of characters to choose from. The chances of the game making it to these shores seems better than it was for *Tobal 2* due to the addition of five Final Fantasy VII characters. Being able to play as Cloud, Tifa, Sephiroth, Yuffie and Vincent is almost too cool. Hopefully Square will bless U.S. gamers with this gem.

I own a Saturn now and I intend to import many games. One of the games I want to import the most is *X-Men vs. Street Fighter*, so I'm planning on getting that 4-in-1 converter. But if I import another game that doesn't require the 4MB of RAM, will that game still work with the 4-in-1 cart?

Jason Dohrwald  
Mascoutah, IL

Yes, the 4-in-1 carts you're speaking of (like the Action Replay Plus) act as a converter cartridge so they'll let you play almost every Japanese Saturn game, whether they need the additional memory or not.

I noticed in one of your older Tiger Woods 99 previews that the game boasts the official PGA Tour license. I also noticed the option of a mulligan (a second try after a bad shot). If the developers knew anything about golf, they would know that in professional golf, you are not allowed to use a mulligan. A mulligan is only used when playing for fun.

Greg Szy  
Athens, PA

You know how in some sports games, you can turn off certain rules and/or penalties? Now that's not exactly true-to-life. Is it NHL refs would be appalled if hockey players decided that two-line passing or offsides are allowed at will.

It's just a videogame, Greg. Videogames

have that certain freedom that allows you to alter the official rules of sports.

In EGM issue #1st, Shoe stated that the N64 and its cartridges could theoretically "support a complete, tag-teamin' X-Men vs. Street Fighter." If this is true, how come Capcom didn't make the game for the N64? I know the game would have sold a lot. I know I would've definitely bought it.

Evo Martinez  
Miami, FL

Could and would are two different stories. The sad truth is, game companies make a lot more money making games for the PlayStation than they do for the N64 (higher PS installed base, cheaper CD format). This is just my speculation, but I think Capcom's not willing to spend the resources needed to make a great VS. game on the risky cartridge market when they have greener pastures with the PlayStation and much more power with the Dreamcast.

I hope things change, but I doubt they will. The Nintendo 64 desperately needs a Capcom fighter...any Capcom fighter! I'd be willing to settle for the original Street Fighter II at this point.

How come you haven't reviewed *Turok 2* yet? I saw a review of it already in one of your compelling magazines. It looks like you dropped the ball on this one...

Ben Brossman  
Santa Monica, CA

At the time I'm writing this (mid-October), *Turok 2* isn't finished yet. The single-player game is still being tweaked and the multiplayer game is pretty non-existent. If you read a review in a mag that came out in October, that meant they wrote that review back in September. Back then, the game was even more incomplete (when I saw *Turok 2* in September, only a few early levels were finished).

I know what magazine you're referring to, but I'll try to maintain some sense of maturity and refrain from naming names. But I can't imagine why any mag would want to review an unfinished product, unless they're that desperate to scoop the rest of the industry. *Acclaim's* not going to throw too much of a fit though, since that mag gave the game a perfect score. So it



Did you hear us punk? We're not going to review you until we're good and ready!

I'm a big fan of the *Dungeons & Dragons* games at the arcades. So when EGM said that both of these games were coming out in one collection for the Japanese Saturn, I was ready to import.

But months have passed, and every time I call an import store, they tell me it's cancelled or pushed back. Since you're great at getting info from Japan, could you tell me if the D&D games are coming out?

Craig Reuser  
Arcadia, WI

What's the story with a PlayStation version of the *Dungeons & Dragons* Collection? As for a Saturn release, I couldn't care less (I don't own a Saturn and I don't speak Japanese).

Richard Gray  
Bemington, NE

The D&D Collection is still supposed to come out for the Saturn in Japan this winter. It will support the 4MB cart. Capcom cancelled plans for a Japanese PlayStation release. So unless that changes, you can completely forget about an U.S. release (a PlayStation version will have to come out in Japan before it'll come out here, and we all know we'll never see a U.S. Saturn version).

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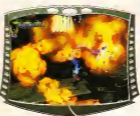


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# Been So

# WILD 9

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# Press Start

The hottest gaming news on the planet

## Dreaming of Reality

Sega announces its final plan for the Japanese launch of the Dreamcast



Dreamcast was the watch word at this year's Tokyo Game Show. It was nearly impossible not to see the Dreamcast logo, as Sega handed out DC bags at the local train station, so nearly everyone had one all over the show. Aside from that, Sega's entire booth (with the exception of a very small Saturn area) was devoted to Dreamcast.



The big news, however, came at Sega's New Challenge Conference II, held a few days before the opening of the Tokyo Game Show. At it, Sega announced all remaining Dreamcast details for the Nov. 27 Japanese launch and beyond. First off is the price—at 29,800 yen (about \$250 at current exchange rates) it's more expensive than originally expected. It includes the system, a controller, one modular phone cable, a stereo AV cord, Dreamcast Passport communication software and a power cord.



At launch, the system will have five titles: Sega Rally 2 (the first DC game supporting network play), Godzilla Generations, Pen Pen Tricolor, Virtua Fighter 3rd and July. Each will retail for 5800 yen (\$43). Sega's plan is to release one new title each week after the launch for four weeks (at least). This begins with Blue Stinger on 12/3, followed in order by Geist Force, Sonic Adventure, and four games on 12/23—including Evolution, Seventh Cross and



From top to bottom, the initial batch of Sega titles (aside from VF3rd): Sega Rally 2, Godzilla Generations, July and Pen-Pen Tricolor. More games will be released throughout the month of December—including Sonic Adventure.



Without a doubt the one game everyone will be buying when the Dreamcast is finally launched, Virtua Fighter 3 Team Battle looks just as good as the arcade game.

Monaco Grand Prix Racing Simulation 2. Day and date with the launch will be the release of a DC Arcade Stick, Racing Controller, Dreamcast Keyboard and Separate Visual Memory Systems.

(Right) Proof that things really are right on the horizon, Sega showed "finished" products just to reassure everyone. Dreamcast games come in PlayStation-style jewel cases.



Which of the following Dreamcast games are you looking forward to?

Blue Stinger 14%

Gloahazard - Code: Veronika 43%

Sega Rally 27%

Sonic Adventure 22%

Virtua Fighter 3rd 14%

Electronic Gaming Monthly  
Poll results as of  
Oct. 13, 1998.

## The Future of DC Online

Sega will offer services through the Dricas site. Here are just a few examples of what they've got planned for the future for the Japanese market:

**Dream Map** With this, you can locate DC users in your area for multiplayer games. You can upload your information or just see how many users there are in your area.

**MailChum!** This provides you with an instant e-mail pen pal, from a variety of characters ranging from beautiful girls to mythical animals.

**Daily DC News** Sega will e-mail a virtual newspaper to Dreamcast users that includes news as it happens directly from the source.

**Dream Flyer** Dreamcast's e-mail software. This is an original e-mail client which allows users to create a graphical or visual message to send to friends or family. Choose from different designs, postcards or envelopes, corresponding to the tone of your message.

## Evolution of Dreamcast

Sega not only showed Dreamcast as we know it now, but Dreamcast mock-ups from when the system was still early in its development. As you can see, the housing is, well, different in at least two of these designs. That first one could definitely launch itself without a \$100 million advertising campaign.



## Dreamcast Gets Online in Japan

Sega sets up many ways for players to get online with Dreamcast

Sega is hoping that the online component for the Dreamcast will become one of the system's most popular features. Building up to that, Sega announced its plans for the Net at the conference before TGS.

First is the announcement of Sega's main online software, called "Dream Passport," which will be included with the system. Passport gives Dreamcast users instant access to Sega's Dricas (that's Dreamcast, shortened) Web page.

As for what Dreamcast owners can do once set up with Passport, almost anything that could possibly be offered, is. Web access, e-mail, contests, chat—all of that will be part of Sega's service. As a side note, Sega also announced that it will offer WebTV compatibility beginning in spring 1999—a subscription application will be included with the hardware. Also, Sega announced that it's working with DWANGO to provide multiplayer gaming services to DC owners.

Sega Rally 2 will be the first game to utilize the DC's multiplayer capabilities, with a day and date release with the system. There is a flat rate charge using Sega's ser-

vices to play opponents anywhere in Japan, but each player must have his/her own copy of the game to play.

Sega will be offering DC users an as-yet undetermined amount of free access to its own online service, but users will also be able to purchase prepaid access cards to gain access on an hourly basis. If you already have Internet access, you can use that to access Sega's services. Sega will also hold e-mail contests so users can win valuable prizes by being a member.

The official Dricas site will have everything a player could want, including a member profile search so you can find other DC players in your area to play head-to-head with (although it's not mandatory to upload your information for everyone to see). In addition to also posting the latest Dreamcast news and gossip, there will be daily comics drawn by renowned manga artists.



The modem module has been designed so that it can be easily upgraded. A cable modem in the U.S. perhaps?



## EXPERIENCE GAMER: Howard Grossman looks at the Dreamcast

The Dreamcast is almost upon us and skeptics can't help but to be wowed by the initial hardware and software of Sega's latest creation. However, there are many like myself who have been burnt by the lure of Sega's "new" hardware and the promise of "A titles." For us, the Dreamcast represents something inherently different than the initial launch of the Nintendo 64. The N64 maintained a sense of faith in the system and in the company to deliver on what we have grown to expect. The Dreamcast, however, doesn't generate the same type of confidence due to the repeated violation of this type of faith from previous systems.

This is not meant to imply that all the other Sega systems were disappointing, but to state the fact that the bonds of trust have been strained and even broken. Although I don't directly have faith in Sega to pull it off, I do have something almost as strong: hope. This largely comes from the fact of their new and very formidable partners. There is still hope for them, because it seemed they were always trying to push the edge of technology and generate great titles, yet they kept making the same mistakes of new hardware without the software support.

With their new affiliations there is the hope that as a group they will see the errors of the past, the advancements of tomorrow and bundle it with the experience of the largest gaming companies. Honestly, my hope is really self-motivated. In that if they were able to "do the right thing," there will be more competition and, therefore, better games for all of us. Can my faith be restored? Sure, but only with the attention to games and gameplay (not just eye-candy) that once made Sega a name to be reckoned with.

**Sonic Adventure may just be the "A" title the Dreamcast needs to survive, but Sega's past history might ruin the company's chance at a good future.**



## Thrill Kill Canceled!

What probably would've been the most violent console game ever released, Virgin's Thrill Kill, has been canceled. Virgin Interactive handed off its titles (including Thrill Kill) to Westwood Studios. Westwood, in turn, was purchased by Electronic Arts. Electronic Arts was to distribute the title, but decided that the game's violently graphic content is unsuitable to release.

The game received a lot of attention, and not just for its violent content—the game's four-player fighting engine was considered innovative by many. However, Westwood owns the engine and technology used in the game and there is a possibility that it may release a game in the future using it. Contrary to still-persistent rumors on the Web, the game is not being "cleaned up"

content-wise for a future release. We were told that the company had toned it down from an "AO" rating to an "M," but it wasn't good enough to get it suitable for release.



# 156,455

total number of attendees at the 1998 Tokyo Game Show Autumn over three days.

## Developer Profile



Back row, left to right: Kevin Weinstein, Alex Macphie, Jim Moorey, Michael Mayers, Mark Lyons, Andy Meier, Phil Weeks, Phil Collins, Chris Hassell, Nick Trifunovic, Peter Williams. Front row, left to right: Lee Saito, Tim Lindsey, Eric Schafer, Craig Neering, Noel Espino. Missing: Scott Atkins, Kathleen Atkins.

## Idol Minds

Location: Boulder, CO  
Web Site: [www.idolminds.com](http://www.idolminds.com)

**Gameography:** Cool Boarders 3 and Rally Cross 2.

**Other games staff members have worked on previously:** Rally Cross, ESPN Extreme Games, NFL GameDay, 2Extreme, a bunch of SNES/Genesis sports/racing games.

**# of employees:** 18

**During breaks from late-night programming sessions, we:** What kind of moron would schedule a game that required late-night programming sessions?

**The most challenging thing about developing a new sports game is:** Getting as many characters as we want up on the screen without dropping to 2 fps. Reducing polygon counts on the art side and pushing more polygons on the programming side account for a large portion of our headaches.

**Our favorite game in the office (not made by us) is:** By sheer game hours logged, network Quake II still wins hands-down.

**Story behind our name:** We started out with Idol Hands, thinking that two huge stone hands holding a PlayStation controller would make for good T-shirts, plus the whole pain thing. That one was of course taken, but we had sketched out all of these cool idol logos so stuck with the idol part. Idol Minds made it through the trademark search.

**Favorite snack food(s):** We go through about 10 boxes of Pop-Tarts a week. With our recent toaster purchase, consumption seems to be on the rise. Ten boxes of Pop-Tarts and several cases of Coke, by the way, make for an embarrassing time at the check-out stand.

**Music that inspires us:** This greatly varies throughout the office. If you stand in the middle and listen real hard you'll probably hear country twang competing with techno boom to drone out the average rock/folk mixture. Luckily, no one seems to be big on blasting anything too heavy metal.

**Team motto:** Ship it.

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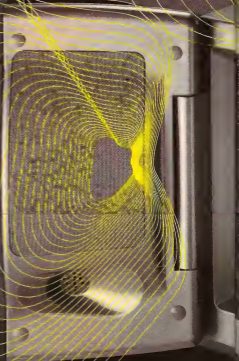
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# At the Arcades

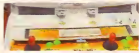
## Sega Puts Dreamcast in Arcades

Sega announced the arcade version of Dreamcast at the recent IAMMA AM Show in Japan. Called Naomi, the system is a cheap yet high-performance arcade solution, which will be much cheaper than Sega's Model 3 deluxe arcade machines which can run more than \$15,000 apiece. The first Naomi machines will appear in late November, and it's been reported that while Naomi has the same level of capabilities Model 3 has, it costs about one-third the price.

Sega will release 10 to 15 titles for Naomi in the first year, along with games from 20 companies including Capcom, Jaleco and Tecmo. Sega hopes that other companies will adopt the system for their arcade projects, and in turn then bring those games to Dreamcast.

Games for Naomi include *The House of the Dead 3: Original Sin*, *Blood Bullet* (*House of the Dead Side Story*) and *Dynasty Baseball*. The cabinets for Naomi titles include slots for Sega's Visual Memory System, so in theory you could save your game onto a VMS, bring it home and continue playing or vice versa.

- CPU: Hitachi SH-4, 128-Bit graphics engine, proprietary RISC CPU (running at 200 MHz, 366 MIPS/L4 GFLOPS)
- Graphics Engine: NEC/Videologic Power VR2
- Sound Engine: Yamaha Super Intelligent Sound Processor 32-Bit RISC CPU (64 Channel, ADPCM)
- Main Memory: 32 MB
- Graphics Memory: 16 MB
- Media: ROM boards
- Colors: 1.67 million color palette
- Features: Bump mapping, fog, alpha blending, mip-mapping, tri-linear filtering, anti-aliasing, environment mapping and specular effects.
- Game port: IAMMA video.
- Optional CD-ROM drive



A closer look at Naomi, its main board, and the front console (with VMS slots).

## Live From AMOA

### AMOA Wrap-Up

At this year's AMOA in Nashville, Tenn., innovation took center stage. For the first time in memory, the most talked-about games were not all fighting games. *Blitz '99* from Midway and *Gauntlet Legends* from Atari were the buzz on the show floor and Capcom was absent from AMOA for the first time ever. Sega gave us our first look at Naomi—albeit behind closed doors—with *House of the Dead 2* and *Blood Bullet: HotD Side Story*. *Blood Bullet* is a different game, playing more like *Final Fight* or *Fighting Force* than *HotD*. New titles included an untitled NBA game from Konami, *Daytona 2 Power Edition*, *Solar Wars Trilogy*, *Ocean Hunter* and *Got Bass* from Sega, and *Beast Busters 2* from SNK.

### Capcom Ends SF3, Alpha

Capcom announced *SF3: Third Impact* for the arcade. This will be the final installment of the mediocre *Street Fighter* Three series and will of course have new characters and backgrounds. They also announced that *Alpha 3* will be the last in that series, and next will come an entirely new *Street Fighter* series (including Ken and Ryu no doubt). In a related story, word has it that *Street Fighter Alpha 3* will be Capcom's last Saturn title, and will support the 4MB cart.

## Jamming it Up at Japan's Annual AM Show

Apart from the current economic turmoil in Japan, arcade operators, especially the smaller operators, have suffered. Print Club fever is already long gone and the cost of new arcade machines is getting more expensive with each passing day. Games have also become too complex and difficult for casual gamers to play and are soon worn out or altered by small upgrade versions of the game. Under these conditions, it's been very hard on the small arcade operators to keep up.

At this year's show, the focus was make

it good, make it cheap, and revive the ailing arcade business in Japan. Titles like *Beatmania 3rd Mix* will surely drive the marketplace for the rest of the year.

Capcom showed off *Tech Romancer* (known as *Kikaroh* in Japan—the Untitled Capcom Game we told you about in *Arcade Previews* last month) and *Magical Tetris Challenge* starring Mickey Mouse. Konami showed off *Beatmania 3rd Mix*, *Dance Dance Revolution*, *Pop'n Music* and *Evil Night*. *Dance Dance Revolution* is *Beatmania* for dance moves, and looks great. *Evil Night* is a 3D shooter for three players (one of which can use a shotgun). Namco showed off *Fighting Layer* from Aella, *Attack Puna-nail*, *Race On!* and *Gunmen Wars*. SNK had *Beast Busters: Second Nightmares*, *Samurai Spirits 2* and *Shock Troopers: 2nd Squad*. Taito was showing off *Operation Tiger*, *Chaos Heat*, *Densha de Go!* 2 and *Psychic Force 2012*. Tecmo had *Dead or Alive 4*, *Mace: The Dark Age*, and *Cotton Boomerang*. Lastly, Visco showed titles based on the Alek 64, an arcade version of the N64—*Eleven Beat: World Tournament* and *Star Soldier: Vanishing Earth*.



Konami's *Dance Dance Revolution* requires players to pick up their feet to the rhythm. Music games from Sega and Konami have been huge hits in Japan, whereas not one has been widely released in U.S. arcades.

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-SGT.Steel

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your gonna feel the funk of my  
Disco Fever Ray. You'll be  
hearin' "Stayin' Alive" til' ya die"  
-Ebony Justice

"I will continually upgrade my sinister  
hearse boat and weapons to extreme  
necropotent porportions and your  
weak pale flesh will ROT IN PIECES"  
-Dr.Graves

"Look here Son, I WILL use your head  
as an anchor and your butt  
as a seat cushion"  
-Officer J.B.Nightstick

"We're like totally prepared to like  
race and win on like all umm... 9  
courses , ya know ? so like totally get  
outta our way"  
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# Pokémon TV: Gotta Catch It All

EGM looks at the Pokémon animated series in the U.S.

If you're a fan of Pokémon, you're probably hooked on the TV series that started airing in most parts of the United States this past September. What you may not know is that the Pokémon TV series originated in Japan, and is one of the reasons that the game is so popular there.



The U.S. production team gets each show from Japan, with dialogue and music tracks separated, along with Japanese scripts. Each episode takes four to five weeks from when the script translation begins

to when the episode is complete (with 12-14 shows in production at any one time). This season there's a total of 52 episodes, with plans for more for next year, a record album of music and, eventually, the movies that have been released in Japan (Pikachu's Summer Vacation was just released this past July). Episodes of the show will be available on home video from Pioneer in November.

Norman Grossfeld, the show's producer, told us one of the most difficult things to translate is Japanese humor. "Some things are funny there because it's a local Japanese pun or joke that just doesn't translate, yet people

are laughing on the screen or there's some big reaction. We've taken whole days just thinking about 'What are we going to do with that?'"

In addition to translation, each episode has been reworked, with music added throughout using both new tunes produced for the U.S. version and arranged versions of the game music from the Japanese show. They match the music to the on-screen action to keep the pace. Scenes with Japanese writing in the background or on signs have been retouched to feature English phrases.

One of the changes that occurred on the Japanese side is that some of the episodes were re-edited after the famed "epilepsy-inducing" episode (#138 of the Japanese show, which isn't being shown in the States) to make Pikachu's electric attacks dimmer and bright lights lower. These changes are very slight and don't detract from the show's story. Grossfeld told us that few things have been edited out of the show to keep it accurate to the Japanese. Even the Pokérap was adapted from a song used in Japan during the show.

Nintendo renamed 75 percent of the Pokémon for the U.S. version, so kids recorded new Pokémon voices—with a few exceptions, including Pikachu, which is the same voice as in the Japanese version. Grossfeld told us "The only time we have to replace it is when Ash or one of the other characters is speaking over Pikachu at the same time."

In the end, the stories of Pokémon is what matters. "The stories don't get enough notice when people talk about Pokémon. It's really driven by the story, and I think that's what is attracting people to the show."



Misty slaps Ash when they first meet in the Japanese version of Pokémon, but not in the U.S. version. Japanese text has been changed to English throughout as well.



## Real Life Pokémon Center

Think games and real life don't mix? Think the Japanese don't take some things maybe just a little too seriously? Think again. Pokémon Center Tokyo is an entire store devoted only to Pokémon goods. Everything from candy to figures to bathing and hygiene products are readily available for the budding (somewhat loopy) Pokémon trainer. Located in Nishi-Shinjyū, the center gets so crowded on weekends that lines form all the way around the block just to get in. Obviously, once in there, you have to buy something with a Pikachu on it.



## Pokémon TV Guide

In case you missed the first few episodes, here's a summary of the first eight.

**Episode 1: Pokémon, I Choose You!** Ash begins his Pokémon training. He receives a Pikachu from Professor Oak, but this Pika-poo is a stubborn Pokémon, refusing to be friends with Ash. A run-in with Spearow puts Pikachu in danger.



**Episode 2: Pokémon Emergency!** Ash races to the Pokémon Center in Verdian City, where Pikachu is nursed back to health. Team Rocket bursts onto the scene to steal rare Pokémon, but with the help of Pikachu, they are defeated.

**Episode 3: Ash Catches a Pokémon** After plenty of trying, Ash catches a Caterpie. It takes an immediate liking to Misty, who hates bugs (but loves Pokémon for some reason). Caterpie helps defeat Team Rocket and evolves into Metapod.

**Episode 4: Challenge of the Samurai** Just as Ash is about to catch a Weedle, Samurai challenges him to a fight. Their battle is interrupted by a swarm of Beedrill, and in the ensuing confusion Ash sadly loses Metapod.

**Episode 5: Showdown in Pewter City** Misty and Ash end up in Pewter City, where Ash challenges the city's Gym Leader, Brock. After a loss, Ash energizes Pikachu and goes back to take care of Brock. Brock ends up joining the group in their quest.

**Episode 6: Clefairy and the Moon Stone** The adventures run into Seymour the Scientist, who is studying the Clefairy and the fabled Moon Stone. When Team Rocket shows up, they help the Clefairy defeat them and protect their precious stone.

**Episode 7: The Water Flowers of Cerulean City** Our friends end up in Cerulean City, where Ash challenges the three Sensational Sisters to a Pokémon match to gain his second badge. Misty counterchallenges Ash to a battle, but Team Rocket intervenes at the last minute.

**Episode 8: The Path to the Pokémon League** After leaving Cerulean City, Ash and his friends drop by A.J.'s private training gym. A.J. trains his Pokémon extra hard (and is undefeated in 99 matches). Checking his ego at the door, Ash realizes he has a lot to learn.



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# Live From Tokyo

The Autumn Tokyo Game Show proves that new hardware doesn't always mean surprises.



This year's Tokyo Game Show, held Oct. 9-11 at Makuhari Messe in Chiba, Japan, was a different show than the last few. Whenever new hardware is available for the public to play, it's exciting. At this show, there were four new systems to check out—Dreamcast being the only traditional console, with SMK's NeoGeo Pocket, Bandai's WonderSwan and Sony's PocketStation all rounding out the list.

The big companies had new games to show, but nothing that we hadn't already seen or heard about previously. In that

respect, this surprise-less show was a bit of a disappointment. The big companies had the usual assortment of titles. Square showed FFVIII, Chocobo's Mysterious Dungeon 2, Chocobo Racing (on video), SaGa Frontier 2, Ringrazi and Another Mind. Namco had a rather lackluster showing, with R4: Ridge Racer Type 4 being the main attraction, plus Smash Court 2 and Libero Grande. Missing were Tales of Phantasia, Star Lancer, Ace Combat 3 and Pac-Man 3D, all of which we know are in development.



Kenner had the best third-party showing, with Sukoden 2, Hybrid Heaven (N64), Silent Hill, CastleVania 64 (N64) among their ranks. Capcom had Street Fighter Zero 3 on PlayStation (but not Saturn), Marvel vs. Street Fighter on the Saturn, and Magical Tofus Starring Mickey, but no Dreamcast games on the floor other than video of Power Stone and Bio Hazard. Enix's big titles were Dragon Quest Monsters for the Game Boy Color and Dragon Quest VII.

Perhaps one of the biggest let downs was Sony, who just had PocketStation, Crash 3 and Intelligent Qube Final to show. Where was Gran Turismo 2 or PaRappa 2?

Saturn games were virtually nonexistent at the show, with PlayStation remaining as the dominant system. The N64 isn't doing well either, but seemed to have more titles at this show than the Saturn. Game Boy Color seemed to pop up quite a few places, with new games from Compile, Imagineer, Tomy and Enix. Plenty of "me too" games showed up, too, with the survival horror genre being one of the newest crazes. It was followed by RPGs and the ever-popular (in Japan) life simulation.



## Tekken Dreamcast?

In what was easily the most surprising announcement made at the New Challenge Conference, Namco officially announced their plans to support the Dreamcast. No titles have been mentioned yet, but it's expected that since the company is also developing Naomi-based arcade games that these titles will surface first. Likely candidates are the System 12-based Soul Calibur and more importantly the much-rumored Tekken 4 which is likely to be the firm's first Naomi title.

## Sony Gets in Your Pocket

Sony's biggest attraction at its booth wasn't a game, it was PocketStation (previously known as the PlayStation PDA). It will launch the PocketStation on Dec. 25 in Japan. The system looks similar to the popular Tamagotchi, and acts as a standard memory card to save games, a clock, a calendar, or as a minigame system. Players download games from PlayStation discs to the PocketStation, which allows them to be played on its miniconsole. Sony says that 31 PocketStation-compatible titles will be released early in 1999. PocketStation will be released in the United States in spring 1999.

One interesting idea made possible by the built-in calendar would be to have special date cheats that would only activate on specific days of the year (for example you could play as Santa Claus on Dec. 25). Previously, PlayStation titles haven't been able to do time-released secrets due to the lack of a built-in clock.

Although the units are small, they will come with some interesting functions. The PocketStation comes equipped with a 32-Bit RISC processor, a small LCD display, a speaker,

and infrared transmission and receiving capabilities (for head-to-head games). When released, the device will sell for 3,000 yen (US\$21).

Titles that have PocketStation compatibility include Crash 3, Street Fighter Zero 3, Theme Aquarium, Final Fantasy VIII, IQ Final and Monster Farm 2, among many others.



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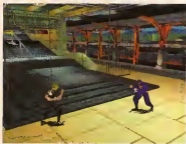
**MIDWAY**

# Virtua Fighter 3tb

Guaranteed to be the one game everyone buys along with their Dreamcast, Virtua Fighter 3 Team Battle is an incredible-looking game that easily matches the performance of the successful arcade machine. Taking the second revision of the game as its basis, VF3tb features all of the standard gameplay modes from the original game and adds the Team Battle Mode. Here, players pick three different fighters and then play in a "Survival Mode" style as they battle against their opponent's team. Once a fighter is defeated, he/she is removed from the roster and the next fighter steps in.

Graphically, as with everything else on the Dreamcast, the game is hard to fault: when compared to similar games on home systems, the level of detail in both the characters and the backgrounds is quite astounding, and seeing it all run at 60 frames per second is certainly a treat.

If this is what first-generation Dreamcast games are like, we shudder to think how impressive games will be in two years.



# Sega Rally 2

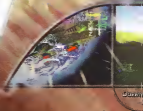
Surprisingly, Sega decided against showing playable code of Rally 2 despite the game being a confirmed launch title. All exposure of the game both at the New Challenge conference and at the Tokyo Game Show was in the form of video presentations of a number of tracks.

That said, the game is looking extremely impressive. As you can see from these screenshots the level of detail is absolutely incredible—easily matching the kind of thing you see in high-end, 3D-accelerated PC titles at the moment. Imagine this moving at a steady 60 frames per second, and we're sure you'll agree that this stands to be the most impressive racing game ever released on a home system.



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Electronic Gaming Monthly

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Next Generation Online

"...IT WILL LIKELY RANK AS ONE OF THE TOP  
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GamePro Magazine

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PC&M

"COLONY WARS: VENGEANCE" SHOULD REDEFINE THE  
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Official U.S. PlayStation Magazine





# First Look: Blue Stinger

One of the most impressive "surprise" titles on Dreamcast, *Blue Stinger* is an action game very much in the style of *Resident Evil*. However, all of the environments you see in the screenshots on this page make use of the 3D engine...nothing here is pre-rendered. Gameplay consists of exploration, puzzle solving and a lot of combat—and everything is bursting with some incredible-looking special effects.



FATH WAR

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# First Look: Climax Landers

Climax Landers is another RPG from Climax, the company behind the incredible Land Stalker (Genesis) and the somewhat original racing game Felony 11-79 (PlayStation).

Unlike the Stalker series, Climax Landers is a turn-based RPG with auto-generated dungeons (who knows how this will turn out, but there haven't been too many good randomized dungeon RPGs in the past—only the likes of Diablo have been able to pull it off).

As you can see from the extremely cool-looking screenshots, this one's set in a traditional RPG world with the standard swords-and-sorcery theme.

What sets Climax Landers apart from other RPGs is that you can capture monsters and transfer them to a monster farm. These monsters can then be zapped across to the Dreamcast VMS, where you can train them and generally screw around with their minds. The back story of the game is not known at this time, but we do know it will have characters like Ryle from Land Stalker or Lady from Lady Stalker. Climax Landers for the Dreamcast is slated for the end of this year.



**THE FUTURE  
HAS ONE TINY  
HOPE FOR  
SURVIVAL**

## Capcom Announces First Dreamcast Titles

*Resident Evil and Power Stone become the first game announcements from Capcom*

Capcom announced Dreamcast support at Sega's conference with two games—Bio Hazard (a.k.a. Resident Evil) Code Veronica and Power Stone. Both will be released sometime in 1999.

Bio Hazard: Code Veronica (Bio Hazard is the Japanese name of Resident Evil) may not be Resident Evil 4, but it's definitely 2.5. The game takes place three months after Resident Evil 2, with players once again

controlling Claire Redfield. She gets abducted after traveling to Europe to find her brother and is taken to a tropical island. Of course, an army of the living dead begins appearing on the island and now you've got to escape and find out who was behind your kidnapping.

Unlike the previous two games, Veronica features real-time polygonal environments, which brings a lot more possibilities to the series. For instance, there's a first-person viewpoint and moving cameras if you prefer a third-person perspective. Dramatic lighting, shadowing and skin effects are all used so that characters that look like they're made of polygons are gone.

Power Stone is a one- or two-player 3D free-roaming action fighting game that will appear first in the arcades as the first Naomii title from a third-party company. The game is set in the 19th century, and players can roam around and pick up objects, using them as weapons against opponents. Arenas are larger than Ehrgeiz, but smaller than Bushido Blade, with both indoor and outdoor areas.

[www.capcom.com](http://www.capcom.com)



## Pocket-Sized Arcade

At the SNK booth, only two games in the entire area were in color (Athana for the PS, and King of Fighters '98 for the NeoGeo). Everything else was related to their new portable game machine, the NeoGeo Pocket, which is due to be released in eight different designs on Oct. 28 (Platinum White, Platinum Silver, Camouflage Brown, Marble Blue, Platinum Blue, Carbon Black, Camouflage Blue and Crystal White). The unit itself is really nice. It's small (not as small as Bandai's Wonder Swan), light, and the lever-like control stick (which has a nice smooth analog feel to it) is a very cool idea for a portable.

Eight games were playable at the show: The King of Fighters R-1, Meion-chan no Seichou Nikki, Pocket Sports Series: NeoGeo Cup '98, Pocket Sports Series: Baseball Stars, Renketsu Puzzle, Pocket Sports Series: Pocket Tennis, Master of Shogi and Cherry Master. Later on, SNK will release

The King of Fighters R-2, which will be compatible in some form with the Dreamcast version of The King of Fighters, which is currently in development. Exactly how it will be compatible isn't known.

We were told that the NeoGeo Pocket will be coming to the United States in April 1999, after previous reports that the system would not be released stateside.

[www.neo-geo.co.jp](http://www.neo-geo.co.jp)



## Tidbits

### IMPORT



We think of imports as Japanese games, but in Japan, imports are U.S. and European games. They also get Import magazines, as shown by this shelf at Messe Sanoh, located on the main strip of Akihabara in Tokyo.



One of the oddest games at the Tokyo Game Show was Tondemo Crisis, by the company of the same name. The object here is to go through different minigames and "save" members of your family from impending danger.



Uep Systems announced that it will bring Cool Boarders to the Dreamcast next year. This snowman demo was unplayable, but looked great.

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## WonderSwan Takes Flight

Bandai's new system has a silly name

Game Boy has dominated the handheld market for many years, but if Bandai has its way, that won't be the case anymore. Bandai unveiled WonderSwan, its black-and-white handheld system, just before the Tokyo Game Show. Set for release in March '99, the WonderSwan is a little bit different than the Game Boy, but has at least one similarity.

WonderSwan was developed through a partnership between Bandai and Gunpei Yokoi's company, Koto Laboratory. Yokoi himself actually helped design the system, but sadly he passed away during its development. The company carried on and finished his work, even creating a puzzle game called Gun Pey in memory of the master inventor and original creator of the Game Boy.

The WonderSwan is tiny and light enough to fit easily into a pocket (and to make you

forget it's even there). At 110 grams, it's extremely light and portable. The screen is able to display 224x144 dots on its 2.49" screen in eight shades of black and white.

The system can be held in two ways—one vertically (for puzzle games and other such titles) or horizontally, for standard games. It's very easy to hold, but the control scheme seems a little simplistic.

Bandai commented that the frankly ludicrous name WonderSwan is a worldwide name for the system, with a possible release in the United States if there are games that would be right for the market. The system will cost you 4800 yen (about \$40). Fifty games are currently in the works, with an impressive array of third-party titles. By Oct. 1, 30 companies had signed on to make games for the machine. Games will set you back about 3000-4000 yen (approximately \$25-35) each.

Titles include a couple from popular licensees—Puzzle Bobble from San Denko, Densha de Go from Taito and Side Pocket from Data East. But the most surprising titles are from SquareSoft, Capcom and Namco—Famista (baseball), Klonoa, Tekken, Chocobo's Mysterious Dungeon and Pocket Fighter (which is being adapted by Bandai).



## Grandia II

The original Grandia was an extremely popular RPG on the Saturn that made effective use of 3D polygonal backdrops, but with 2D sprites overlaid on top. The mood was always somewhat "chirpy" by usual RPG standards, but it proved to be a big hit.

Grandia for the Dreamcast (the full title is yet to be confirmed—as we go to press Grandia II is just a guess) will be somewhat different. Already confirmed as being a "proper" sequel and not a remake or remix of the earlier game, details are currently very sketchy. What we do know so far is that a) the mood is going to be much graver and darker this time around and b) the graphics engine now makes use of high-quality 3D polygonal backdrops AND 3D character art.

Expect to see more details of this in the coming months. It's encouraging to see that Sega

isn't making the same mistakes as Nintendo in trying to woo the Japanese market. By the end of the year there are at least three quality RPGs set for release. Alongside the high caliber franchise and arcade titles, the success of Dreamcast seems more and more assured with each announcement.



## Peripheral Visions

Sega unveiled plenty of peripherals to go along with the system. Here's a rundown of everything announced so far (with a few cool surprises).

### Visual Memory System - 2500 yen (\$21)

Available: 11/27

Sega's hybrid PDA/Memory Card. Plugs into a slot on the controller and can be used as a file manager (back-up data) and a personal viewer (for example, to view plays during sports games).

### Dreamcast Controller - 2500 yen (\$21)

Available: 11/27

Sega's Dreamcast controller features both a digital pad and an analog stick, as well as seven buttons (A, B, X, Y, L, R and START).

### Racing Controller - 5800 yen (\$48)

Available: 11/27

Similar to the Racing Controller for the Saturn, Sega's DC Racing Controller is a sleek table-mounted steering wheel that works with Sega Rally 2 and (presumably) all future racing titles. One to check out at launch maybe?

### Arcade Stick - 5800 yen (\$48)

Available: 11/27

Again, this one is just like the one that came out for Saturn at its launch, only more durable. The stick has a nice feel to it, and there are six buttons laid out Street Fighter-style on the top (A, B, C, X, Y, Z), as well as a START button. There are no L or R buttons (presumably replaced in this case by C and Z). A must-buy for VF'98 fans.

### Mic Device (Provisional Name)

Available: TBD

Similar to Nintendo's Japanese Voice Recognition headset for the N64, this microphone device will allow users to "talk" to their games. According to the press materials it can be used as a "voice effective unit" or a "voice communicating unit."

### Fishing Controller (Tentative Name)

Available: Feb. 1999

To be launched along with the port of "Gat Bass" in February, this new fishing controller (which is shaped like a fishing rod) features a vibration motor, sensor and reel. Something for the fishing enthusiast...but maybe not "normal" people, eh?

### Dreamcast Keyboard - 4500 yen (\$37)

Available: 11/27

A keyboard for use with the DC to make preparing e-mail, browsing the Web and inputting text easier. Invaluable. Entering text with a joystick isn't fun.

### VGA Box (Provisional Name)

Available: 1999

An RGB converter that will allow you to hook your DC up to a PC monitor, allowing for some seriously hi-res game playing (normal TVs aren't capable of fully showcasing the Dreamcast's hi-res abilities).

### Puru Puru Pack (Tentative Name)

Available: 1999

The Puru Puru Pack is a force-feedback pack that is inserted into the second slot on the controllers. It makes the controller shake when something like a punch, kick or crash occurs in the game. It won't require additional batteries, but why wasn't this just built-in off the bat?

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# Quartermann

As is the norm around a big show like the Tokyo Game Show, a lot of the rumors become reality. Take a look through this month's news and you'll see vindication of a lot of the stories that the Q's and spies have dug up in recent months. For the moment—the new wave of game consoles continues to be the least gossip out there, so let's start out with the one everyone wants to know about.

**The Rumor**—PlayStation 2 may be announced as early as Q2 1999 and the announcement will verify all of the other rumors about the system—namely the DVD drive, the backward-compatibility and the 3D-rendering hardware.

**The Truth**—European games trade newspaper MCV reports that Sony will make an announcement as early as the next Tokyo Game Show (Spring 99). The report also suggests that Sony will make some kind of formal announcement around the time of the Dreamcast launch in Japan. This is all stuff that Q-Martin has spoken of before, but what is more interesting is that the report in MCV contains a categorical denial from Sony that the new console will be backward-compatible. Current speculation as to the hardware specifications continue to revolve around a DVD system with proprietary technology (owned by Sony) and 3D rendering hardware capable of generating 50 million polygons a second or more (more than double the power of the Dreamcast or current Windows 2-equipped PCs).

As an add-in to this, the Q's spies spoke to a number of developers prior to TGS who all dropped hints that part of their trip would involve time with the IBM team at SCE to talk about the new machine.

**The Rumor**—Price of PS2 3D was to be released on Dreamcast until Sony came along and offered massive incentives to Red Orb to take the project and run it as a PlayStation 2 game only.

**The Truth**—A port from PC to DC would be extremely easy for Red Orb if it wanted to make a fast buck. If Sony is hungry to spoil things for Sega though, a game as impressive as PoPoD would be a good project to steal. The Q's sources at Red Orb were adamant that the conversations were started in the late summer.

**The Rumor**—Turk won't make the move to Dreamcast...it will remain a Nintendo and PC-only franchise for Acclaim and Iguana.

**The Truth**—This one depends on who you talk to. The team at Iguana has asserted that Turk is a specifically Nintendo-lead project and that while they have used the Turk 2 engine as a way of testing the Dreamcast development kits...the game itself won't even make the move. Interestingly, Dave Benschter and his crew have given some indications of the power of Dreamcast by comparing polygon counts between the N64 and potential Dreamcast versions of the engine running at the same frame rate. Most characters in Turk 2 on N64 use in the region of 500 polygons. The same creatures on Dreamcast could each be 10,000-polygons—2,000 of which could be used to make up the faces of the characters.

**The Rumor**—In a related story, the Q's spies have learned that Acclaim has a number of games in development for Dreamcast. Likely candidates being South Park, Extreme G 2, Forsaken 2, QB Club 99 or 2000, NBA Jam, or even Shadowman. The real rumor-mill calumny around Turk...but you've already read about that.

**The Truth**—There are four games in development due for release around the U.S. launch of the system. No titles have been revealed as yet.

**The Rumor**—Despite announcing an awfully long time ago that there would never be another Alone in the Dark game on any system, and that things would be called quits with a nice, round number three—Infragames is producing Alone in the Dark 4 for Dreamcast.

**The Truth**—Yep. How could anyone deny the success of games like Resident Evil? And who could possibly ignore the fact that they own a franchise that's very similar and would benefit from a graphical overhaul? Apparently not Infragames: Watch for Alone 4 in early 2000.

# GRRL Gamer!

By Nikki Douglas

Picture Duke Nukem for a moment. OK. Big, tough-looking, Dolph Lundgren type. Good build, cool sunglasses. Now just for a moment imagine him in a speedo. Oh, man. Not a speedo. What if this image and other images of Duke were all over the Net and even encouraged by some of your favorite (or not so favorite) gaming mags. Duke in cute little revealing outfits everywhere you turned. You just couldn't respect the guy, could you? You'd have to turn your back on him and say, brother, put on some clothes!

Welcome to the world of the female game enthusiast circa 1998. We've got Lara, Aya, Red Lotus (who wears a g-string with her sword), anime cuties like the girls in Final Fantasy VII and more to deal with out here and frankly it's getting kind of irritating. So in case you were wondering what women like, I've made it simple for you by summing up in five points everything we DON'T like about the current status of women and videogames.

## Five Things That Turn Women Off to a Videogame

### T & A

There's so much of it permeating our culture that it would be nice if there was one T&A free zone where women could just enjoy themselves without having to think too much about their boobies. We wish gaming could've been that place but I for one still think we have a chaos, because guys who are serious gamers are smarter than the average knuckle-dragger, SPAM lower who actually thinks that Deer Hunter's a challenge. It is to those guys, the brainy ones with itchy trigger fingers that we inspire—make games that women will like too!

### Kill everything you see

Even though I love first-person shooters, they can get quite tedious after a while. An FPS with a plot would be breakthrough because it's cool when you have to do more than actually kill everything in your way. Like maybe, having to think, deduce, strategize. Now that would be interesting. After all, how many times can you see some alien dude blow up and smear the walls before it's kind of, you know, ho-hum?

### Dark, dreary, mechanical settings

I'm thinking Metal Gear Solid could use a little brightening up—women understand ambience—we like it too, but every once in a while if a game broke with the whole film noir MOODY factor it would be creative. Like, remember blue skies, maybe a cloud floating by? I'm not talking flowered meadows or anything, just something that's organic.

### No choice to play a female or male character

There should be an option to play either a male character or a female character in a game, particularly in an adventure game or first-person shooter—that's what made a game like Resident Evil so much fun. Women like to play in a form they can identify with. And we need more than just Lara Croft and her daisy dukes.

### The gross-out

This is just NOT the way to reach women, although some of us (myself included) do enjoy an all-out bloody flagfest. But for most women, the gross-out will turn them away from a game quicker than you can say "Myst is in the closet under all the old Playboys."

You see we just want to play too and play games that don't mock or belittle us, or that come wrapped in pink packaging for our protection. Women want to have a good time playing games, just like guys do.

I hope this helps. Rest assured you'll be seeing more from me on the female gamers perspective in the future, but for now excuse me 'cause I've got to see if I can find a Nude Duke code for A Time to Kill!

Nikki Douglas is the headgrrl in charge of GrrlGamer (<http://www.grrlgamer.com> - [www.grrlgamer.com](http://www.grrlgamer.com)), the world's only gaming publication for women and girls.

Publisher/Developer	Players/Genre	% Done	Release
Cave Player 1	1-4 Action	100	November 1998
Web Address: <a href="http://www.cavegames.com">www.cavegames.com</a>			

## Milo's Astro Lanes

You Think The People In YOUR Bowling Alley Are Strange...

**B**owling on the N64? Shyeah right, that's a genre that's been almost completely ignored (except for Ten Pin Alley and Brunswick Bowling), until now that is. Cave Entertainment is taking matters (and a bunch of balls) into their own hands, it seems, with Milo's Astro Lanes.

Touted as a combination of bowling and miniature golf, while not exactly that, Milo's Astro Lanes hopes to inject some much-needed fun into this non-existent category. In Milo's, you can choose from six strange characters (which include big-headed aliens and robotic female bowlers), six different "nuclear" balls and three different lanes, with additional lanes opening up as you progress. Factor in a "realistic" physics-engine and it becomes apparent that Cave is keeping one eye on the future while keeping one foot firmly planted on the ground.

While it's difficult to figure out exactly where the miniature golf aspect comes in, this certainly isn't your average bowling game. More like a mixture of bowling and WipeOut XL, gameplay is affected by picking up power-ups while your ball spins down the lane. If you have friends playing at the same time (Milo's supports four players total), they can attempt to sabotage your efforts while you try to get that strike. All sorts of special attacks can be used to ruin your game, such as the Bouncy Ball attack, which turns your ball to rubber, or the Pee Ball which shrinks your ball, naturally, to the size of a pea. If that weren't enough, not only do you have those nasty opponents to deal with, you also have to look out for all the obstacles you'll find in Milo's Astro Lanes. Chasms, jumps and



One would expect a robot to have an unfair advantage, but what's with the bug-eyes at the end of the lane?

lava-filled gutters litter the lanes, so you'll need to keep on your toes, lest that bowling ball of yours becomes nothing more than a pile of ash.

However, the best defense is a great offense, and with the Booster Ball, the Clone Ball and the mighty White Dwarf at your disposal, you'll be more than prepared to deal with the opposition.

The graphics are well-done, if a bit on the purple side, with a bizarre combination of psychedelic, space-age environments and bowling alleys from hell. Additionally, the characters all look good (if a little goofy), with nice light-scouring and Gourmand shading in place. If you're pining for so-pin action on the N64, this is probably as close as you'll get to a bona-fide bowling experience, just don't expect a hard-core bowling simulation or you're going to walk away disappointed. With a wacky cast of characters and innovative four-player action, Milo's Astro Lanes might become the party favorite this holiday season on the N64. All you need now are the cheesy shoes and black-and-white bowling shirts! 🎳

### My 2 Cents

At least it's not a racing game, but Milo's Astro Lanes is a bizarre attempt at coming up with something different. It seems as if they're trying to do a Hot-Shots-Golf-kind-of-thing, but the results aren't extremely promising, thus far.

—James Mielke



Onaki is just one of the many unique characters in Milo's Astro Lanes. Looks a little like the Great Gazoo, doesn't he?



If your idea of fun is bowling in a pit of lava, then this game might be "right up your alley." Ouch.



You won't find "lanes" like this in your hometown. At least I hope not.

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(Story on page 3.)**



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# Top 20

The Top-20 Best-Selling Games of August, 1998

1	WWF War Zone Acclaim		Last Month 2
2	WWF War Zone Acclaim		NEW
3	Banjo-Kazooie Nintendo		Last Month 1
4	NCAA Football 99 Electronic Arts		Last Month NEW
5	GoldenEye 007 Nintendo		Last Month 7
6	Gran Turismo Sony Computer Entertainment		Last Month 3
7	Waiwale Country Club: True Golf Classics Nintendo		Last Month NEW
8	Madden NFL 99 Electronic Arts		Last Month NEW
9	NFL Xzone Sony Computer Entertainment		Last Month 8
10	Mission: Impossible Infogrames		Last Month 4
11	NFL GameDay 99 989 Studios		Last Month NEW
12	Tekken 3 Namco		Last Month 10
13	Super Mario 64 Nintendo		Last Month 13
14	Mario Kart 64 Nintendo		Last Month 14
15	Mortal Kombat 4 Midway		Last Month 6
16	Tomb Raider Eidos		Last Month 17
17	Mortal Kombat 4 Midway		Last Month 5
18	Crash Bandicoot Sony Computer Entertainment		Last Month 18
19	Road Rash 3D Electronic Arts		Last Month 9
20	F1 World Grand Prix Nintendo		Last Month NEW

## WWF War Zone (PS)

1

With the ability to create wrestlers as diverse and interesting as good ol' Elephant Sak here, it's no wonder War Zone is selling through the roof! With the big football games coming next month (Madden, GameDay, etc.), will it be able to keep the top spot?



8.5 | 8.0 | 7.5 | 7.5

Ben | Dave | John R. | Shawn



### WWF War Zone (N64)

Did we call it last month or what? The N64 version of War Zone is even better than the PlayStation one. It'll be around the list for a while...at least until Revenge hits.

7.5 | 8.0

Shawn | John R.

8.5 | 8.0

Dave | Dean



### Banjo-Kazooie

It was a brief stay at #5, but it sure was well-deserved. Who knows, by this time next year you may be reading about Banjo-Toonie in this very spot.

9.5 | 9.5

Shawn | Crispin

9.0 | 9.5

John D. | Dave



### NCAA Football 99

Let the football wars begin! You knew NCAA was gonna show up quickly, and we guarantee you'll see Madden or GameDay (or both!) around here next month.

9.0 | 8.5

King | Dean

9.0 | 8.0

John R. | Dave



### GoldenEye 007

1997's Game of the Year just won't go away! After all this time, (well over a year now) 007's crept back into the Top 5. We can't argue with this one...

9.5 | 9.5

Crispin | Shawn

9.5 | 9.0

Dave | Sasha

Would you upgrade your TV for gaming?



Source: Videogames.com Poll October 14, 1998

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## Top 10 Editors' Picks

- 1 Metal Gear Solid**  
Konami 
- 2 Oddworld: Abe's Exoddus**  
GT Interactive 
- 3 Xenogears**  
Square EA 
- 4 F-Zero X**  
Nintendo 
- 5 Fiktion**  
Nintendo 
- 6 Ragna Trip**  
GT Interactive 
- 7 Medieval**  
SEGA 
- 8 WCW/nWo**  
THQ 
- 9 Body Harvest**  
Midway 
- 10 Sparta the Dragon**  
SEGA 

## Top 10 Japan

Courtesy of Famitsu Magazine  
as of Sept. 20, 1998

- 1 Dragon Quest Monsters**  
Enix 
- 2 Tadaki Street Gargouze King**  
Enix 
- 3 Pocket Monsters (Pikachu Version)**  
Nintendo 
- 4 Kite Surika Nadeshiko: The Wind of 3 Years**  
Sega 
- 5 Metal Gear Solid**  
Konami 
- 6 Pilot Ni Narud!**  
Toshiba EMI 
- 7 Shining Force III Scenario 3**  
Sega 
- 8 Blaze & Blade Busters**  
Toshiba EMI 
- 9 Namco Anthology 2**  
Namco 
- 10 The King of Fighters '98 D.M.N.E.**  
SNK 

## Top 10 Arcade Picks

- 1 Soul Calibur**  
Namco
- 2 Dayana 2: Battle on the Edge**  
Sega
- 3 NFL Blitz '98**  
Midway
- 4 Gundam Legends**  
Ban Games
- 5 Street Fighter Alpha 3**  
Capcom
- 6 Time Crisis 2**  
Namco
- 7 Street Fighter EX 2**  
Arka/ Capcom
- 8 Sega Rally 2**  
Sega
- 9 Corneo!**  
Midway
- 10 Marvel Vs. Capcom**  
Capcom

## Dreamcast Who and What List

### ASC Games

#### ASCII

#### Atlas

#### Bandai

- Mobile Suit Gundam

#### Bling Kids

- Harukaize Sentai V Force 2

#### Bizarre Creations

- Metropolis
- Futballis

#### Bottom Up

- Dozumou (sport)
- Entertainment Golf (sport)

#### Capcom

- Bio Hazard-Code: Veronica
- Powerstone

#### Compile

- Payo Puyoan

#### C Lab

#### Climax

- Climax Landers

#### Climax Graphics

- Blue Stinger

#### Orb

- Aero Dancing (flight sim)
- Great Buggy (racing)

#### CSK

- Aero Dancing
- Great Buggy

#### Culture Brain

- Hiryu no Ken/Flying Dragon

#### Daikoku Denki

#### Data East

#### ESP

- Shinki Sekai Evolution

#### Fortyfive

- July

#### General Entertainment

- PenPen Tricolon

#### Genki

#### Greenin

- Actua Soccer - Greenin
- Actua Golf - Greenin

#### Hasbro Interactive

#### Hudson

- Kitehe (Heading North): White Illumination
- Elemental Gimmick Gear

#### Human

#### Imagineer

- Incoming

#### Infogrames

- Alone in the Dark 4
- Looney Tunes
- Outcast

#### Japan Corporation

- Nippon Tenshi

#### Kagatch/Naxat

- Mahjong

#### Kadokawa Shoten

#### Koel

#### Konami

#### Media Ring

#### Media Works

#### Midway

- Mortal Kombat 4 Special Edition
- NFL Blitz

#### NEC Home Electronics

- Senjouki Turb
- Seventh Cross

#### NEC Interchannel

- Mercurius Pretty
- Monster Breed

#### Nihon Bussan

#### Nihon Computer System

#### Pulse Interactive

#### Quest

#### Rage

- Incoming

#### Riverhill Soft

#### Sega

- Akihabara Denna-Gumi! Pata Pata!
- Cho-Hamano Golf
- Climax Landers
- Densho Sanki Virtual On
- Geist Force
- Get Bass
- Giant Glam: Wrestling
- Godzilla Generations
- House of the Dead 2 (Naomi)
- House of the Dead Side Story (Naomi)
- Let's Make Pro Soccer Club
- Let's Make Pro Baseball Team
- Project Berkeley
- Sega Rally 2
- Somic Adventure
- Virtua Fighter 3tb

- World Series Baseball 2000

#### Shouei System

- Digital Horse Racing
- Newspaper Special Tie-In

#### Sieg

- Crack 2

#### SNK

- The King of Fighters '98

#### Scarlight Mary

#### Shing

#### Taito

#### Takara

#### Techno

- Dead or Alive 2 (Naomi)

#### Ubi Soft

- D-Jump
- Monaco Grand Prix
- Rayman 2
- Speed Busters

#### UEP Systems

- Cool Boarders

#### Victor Interactive Software

#### Video System

- F3 World Grand Prix

#### Ving Kids

#### Warashi

- Shienryuu 2 (shooter)
- Dynamite Robo (action)

#### Warp

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#### Winky Soft

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Fig. 1. A breakdown of what you're up against

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3	5.25" Center Mid-Range
4	5.25" Low Frequency Tactile Driver
5	High-Range Tweeter
6	Sound Volume
7	Tactile Intensity
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11	Optional Subwoofer
12	Headphone Jack

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loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.



Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

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### DEFENSIVE PROCEDURES



Fig. 2a.  
*The Dodge*



Fig. 3b.  
*The Weave*



Fig. 3c.  
*The Duck*

### TACTILE SENSATION GRAPH

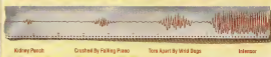


Fig. 4. *Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.*



Fig. 5. *Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.*

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Fig. 6. *Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)*



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# Nintendo 64

## Game Directory

- Earthworm Jim 3D
- Battle Tux
- Milo's Astro Lanes
- Glaver
- Lode Runner 64
- Virtual Pool 64
- Superman 64
- Roadster '99

## Previews

### Earthworm Jim 3D

The Final Earthworm Jim Game?

**E**arthworm Jim has always been one of those characters who is surprisingly a lot more popular than you'd expect. Although not in the ranks of the Mario's and Sonic's of this world, he's certainly a number of steps above the Jersey Devils, Spyros, Bubsy's and Aero the

Acro•Bats (remember him?). After selling some serious numbers on the 16-bit systems, it was long thought that due to the lengthy hiatus, Jim was gone forever. Thanks to Scottish developer Vis Interactive though, a "final" episode is set for release before the end of the year. We say "final" (because Interplay is asserting the fact), but chances are that if this one is successful we'll probably see at least a few more.

So what's in store? Well, immediate assumptions can be made from the title; this one's in 3D...thanks to a fortunate arrival at the third installment in the series coinciding with the necessity for all N64 games to be in 3D.

As ever, the underlying concept is a bit on the wacky side. Apparently, a severe blow to Jim's head has sent him completely barking mad, and he now finds himself trapped within the confines of his own psyche. Completely unconscious, but trapped within a world of his own weird fantasies, Jim will have to explore the 3D platform-like recesses of his mind in order to try to fix his brain.

To do this he must wander through "themed" bits of his dreamworld, and each of the themes deals with certain psychological, um...things. There's stuff he loves, stuff he hates and stuff he's always wanted to do mixed up with lots of things from his memory. Hence we find characters and situations from the previous 2D games, such as Psychrow, Evil the Cat, Professor Monkey-Fur-A-Head and Number 4. All this stuff is mixed with The Bovine Special Line, which are psychotic, gun-toting cows (obviously), Disco Zombies—which kind of speak for themselves and weirdness like baked-bean lava flows, supermarket shelves full of corn flakes and toxic fairgrounds.

The gameplay mechanics are obviously the kind of thing you'd expect from a game of this nature. Jim runs, jumps and

Published/Developer: Interplay/Vis Interactive

Players/Saves: 1 Action % Done: 60 Est. Qtr: 1999

Web Address: [www.interplay.com](http://www.interplay.com)



The graphics suffer significantly less from that N64 fuzziness than most other games on the system.

does the usual kind of stuff that goes with the platform-game hero gig. Like a number of other (notably European) recent N64 titles of this nature though, the subject matter and humor is what will set this apart from the Mario's and Banjo-Kazooies. It's all a bit surreal, but it's nice to see that the whole design of the game, right down to the puzzles, echoes the weirdness. This isn't just a game with trippy visuals, it's weird all the way to the core.

# 6,000

The known number of species of earthworms, or (to use their proper name) Annelids.



## Techie Stuff

### A mix of polygons and voxels

Unlike many other games in the 3D genre, EWJ3D manages to look pretty unique thanks to the originality of its subject matter and the inherent cleverness of the technology used. By mixing the usual textured polygons with voxel technology (volumetric pixels, a way of rendering graphics that is better for smooth lines), the overall result is a much smoother and more "natural"-looking environment. As you can see from the screenshots, the game doesn't suffer quite so badly from that blurry, fuzzy look that so many N64 games do.



# N64 Tests Positive for Performance Enhancers.

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Right now, check out the higher res graphics created by the N64 Expansion Pak, on these two games.



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Publisher/Developer Players/Discs % Done Release

3DO 300 1-4 Action 70 March 1999

Web Address: www.3DO.com

## Battle Tanx

Tank Fightin' Action, Don'tcha Know!

**T**his winter, wargame buffs with an N64 will be able to engage in brutal tank-based combat, courtesy of 3DO.

Set in the year 2005 AD (000H), the human race has dwindled to a sweaty-palms-inducing ratio of 1,000 men per one woman. Naturally, the women are the most valuable commodity left and the men have been reduced to snarling savages whose only remaining instinct is to fight. As a BattleLord, it's up to you to protect the QueenLord (usually a hot-looking Duke Nukem-style chick) from the Tribesmen who would usurp her and take her for their own.

Your main line of defense (or offense, depending on how you look at it) consists of several lethally equipped vehicles, like the Battle Tanx, the lighter but faster tank-cycle, and the heavily armored Golath tank. Scattered around the environments are numerous power-ups (all the better to destroy your opponents with) such as guided missiles, flame-throwers, swarmer missiles, mines, cloaking devices, turbo-boosters and nuclear armaments. Health-packs are also in abundance, which is good, since you'll be taking more than your fair share of the damage.

As with any decent multiplayer game, there are a variety of ways to play Battle Tanx. Among the modes on offer here are the perquisite Deathmatch, which you can play with up to three other friends, or solo, against CPU-controlled opponents. In BattleLord

Mode, gameplay is basically modeled after capture-the-flag, where the objective is to capture the enemy's QueenLord, while preventing them from capturing yours. Last Man Mode is a kill-or-be-killed situation where you simply must be the last man standing. Finally, Campaign Mode takes you through the Battle Tanx story, where you must find your one true love over 17 levels of inhospitable enemy territory, highlighted with hand-drawn illustrations and "FMV" sequences

# 17

There are 17 different areas in which to engage in mortal combat. As with any decent warfare simulator, the legendary Area 51 makes an appearance.



Practically everything in Battle Tanx can be blown up. Why take the high road when you can make your own? using the game engine.

Graphically, the game resembles a tank-based version of *Vigilante 8*, with its fully destructible landscapes and buildings. Something in your way? Run over it! Need a path where there isn't one? Blow a hole in it! Practically anything in the game can be destroyed with extreme prejudice, and it's particularly satisfying to see a four-story building crumble in a fiery heap as a result of your fine efforts. Your tanks also take on visible damage (like Destruction Derby) each time they're hit, so keep an eye on those "health" bars.

With more than 17 different levels to play through in either Story Mode or in any of the multi-player deathmatches, replay value isn't a question here. What remains to be seen is whether or not the level design matches the scope of the game's design. With "arenas" modeled after real-life locations like Chicago and New York City, it looks like Battle Tanx has promise. **B**



The rendered intro features an almost FMV level of quality using the game's graphic engine.

There's a large assortment of vehicles, ranging from fast militants to lumbering behemoths.

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Publisher/Developer	Players/Genre	% Done	Release
Cave Player 1	1-4 Action	100	November 1998
Web Address: <a href="http://www.cavegames.com">www.cavegames.com</a>			

## Milo's Astro Lanes

You Think The People In YOUR Bowling Alley Are Strange...

**B**owling on the N64? Shyeah right, that's a genre that's been almost completely ignored (except for Ten Pin Alley and Brunswick Bowling), until now that is. Cave Entertainment is taking matters (and a bunch of balls) into their own hands, it seems, with Milo's Astro Lanes.

Touted as a combination of bowling and miniature golf, while not exactly that, Milo's Astro Lanes hopes to inject some much-needed fun into this non-existent category. In Milo's, you can choose from six strange characters (which include big-headed aliens and robotic female bowlers), six different "nuclear" balls and three different lanes, with additional lanes opening up as you progress. Factor in a "realistic" physics-engine and it becomes apparent that Cave is keeping one eye on the future while keeping one foot firmly planted on the ground.

While it's difficult to figure out exactly where the miniature golf aspect comes in, this certainly isn't your average bowling game. More like a mixture of bowling and WipeOut XL, gameplay is affected by picking up power-ups while your ball spins down the lane. If you have friends playing at the same time (Milo's supports four players total), they can attempt to sabotage your efforts while you try to get that strike. All sorts of special attacks can be used to ruin your game, such as the Bouncy Ball attack, which turns your ball to rubber, or the Pee Ball which shrinks your ball, naturally, to the size of a pea. If that weren't enough, not only do you have those nasty opponents to deal with, you also have to look out for all the obstacles you'll find in Milo's Astro Lanes. Chasms, jumps and



One would expect a robot to have an unfair advantage, but what's with the bug-eyes at the end of the lane?

lava-filled gutters litter the lanes, so you'll need to keep on your toes, lest that bowling ball of yours becomes nothing more than a pile of ashes.

However, the best defense is a great offense, and with the Booster Ball, the Clone Ball and the mighty White Dwarf at your disposal, you'll be more than prepared to deal with the opposition.

The graphics are well-done, if a bit on the purple side, with a bizarre combination of psychedelic, space-age environments and bowling alleys from hell. Additionally, the characters all look good (if a little goofy), with nice light-scouring and Gouraud shading in place. If you're pining for so-pin action on the N64, this is probably as close as you'll get to a bona-fide bowling experience, just don't expect a hard-core bowling simulation or you're going to walk away disappointed. With a wacky cast of characters and innovative four-player action, Milo's Astro Lanes might become the party favorite this holiday season on the N64. All you need now are the cheesy shoes and black-and-white bowling shirts! 🎳

### My 2 Cents

At least it's not a racing game, but Milo's Astro Lanes is a bizarre attempt at coming up with something different. It seems as if they're trying to do a Hot-Shots-Golf-kind-of-thing, but the results aren't extremely promising, thus far.

—James Mielke



Onaki is just one of the many unique characters in Milo's Astro Lanes. Looks a little like the Great Gazoo, doesn't he?



If your idea of fun is bowling in a pit of lava, then this game might be "right up your alley." Ouch.



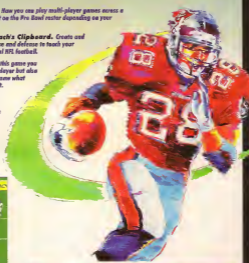
You won't find "lanes" like this in your hometown. At least I hope not.

Hey, there are plenty of games for people who watch football for the cheerleaders and half-time shows. For the true fan, there's VR Football.



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Publisher/Developer Hasbro Interactive  
Players/Genre 1  
% Done 80  
Release October 1999  
Web Address: www.hasbro-interactive.com

## Glover

### Get A Good Grip On Your Ball

Once upon a time in a land far, far away, there was a wizard who created all kinds of potions. One day, there was an accident and it caused an explosion that scattered seven crystals integral to the kingdom's well-being. Luckily, one of the wizard's magic gloves survived the accident and set out to recover the crystals which had transformed into rubber balls to avoid being shattered. Unfortunately, the wizard's other glove fell into an evil potion and becomes Glover's arch-nemesis.

A somewhat generic story, but a very unusual game. You control Glover who moves exactly like a

person until he makes contact with one of the rubber balls. With a ball in hand, Glover can bounce, throw, slap, nudge, push or simply let go. The various obstacles you must pass require you to clear the way without the ball, throw the ball over and follow later or move at the same time with ball in tow. A nice feature is the ability to see where and how far Glover can throw a ball via a visual flight guide which appears whenever Glover is about to throw or slap the ball. It eliminates a lot of the guesswork in figuring out where the ball will land. At any time, Glover can transform the ball into other substances other than rubber-like steel. Also, depending on the level, you will be able to turn the ball into more than just one variation. There are seven worlds with more than 20 levels filled with puzzles and obstacles for Glover to clear. Puzzles aren't the only thing our hero has to contend with. There are lots of creatures who are obstacles in themselves.

The graphics are very nice and the levels are designed differently from one another.

Considering this is Hasbro Interactive's first Nintendo 64 game, it's quite an impressive debut. More so since this is a full-fledged adventure title with vast worlds as opposed to a videogame version of a board game. ●



Glover has no problems with shallow water, but deeper depths require him to ride the ball lumberjack-style.



### Glover's Tricky Moves

A glove is a pretty versatile object and so is Glover. Here are a couple of his moves:



**Cartwheel:**  
Tumbling fun



**Ball Point:**  
Helps when you lose the ball



**Double jump:**  
For those high ledges



**Fist:**  
Pound enemies and switches

**Lay Flat:** Our personal favorite. Glover gets a nap, but also useful in later levels as a dodge move.



# CAN YOUR DROID CUT IT?



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So perhaps the real question is: Can you?



[www.droidworks.com](http://www.droidworks.com)

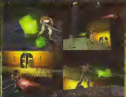
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# TUR

## SEEDS OF



GAME BOY



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## Lode Runner 64

Lode Runner  
Finally  
Goes 3D

**W**hy back in 1983, a funky little action-puzzle-game called Lode Runner rocked the computer-gaming world with its innovative design and addictive gameplay. Having landed on nearly every gaming platform in the mid-to-late '80s, it's no surprise that this title has finally found its way to the N64. Lode Runner 64 takes all of the traditional Lode Runner elements and attempts to incorporate them into a 3D world.

Apparently, Lode Runner became stranded on a foreign planet after having left Earth. With his navigational system on the fritz, he needs to gather the appropriate data in order to find his way home. The problem is that the people who have this crucial information, the red-robed monks, are a bunch of suspicious punks who won't give it up. That said, Lode Runner must beat it out of them, while making his way from world to world, gathering stolen riches (i.e., gold) along the way.

Since the game has made the leap into 3D, so too have the "puzzle-style" levels. Instead of simply walking left, right, up and down, you can now walk into the foreground and back, naturally into the background. The Trigger button fires your laser pistol, while the rest of the buttons manipulate the camera, allowing you to better plan your strategy for each stage. Each stage is constructed of a number of tiles that must be destroyed by using Lode Runner's supply of lasers, bombs, drill bits and Brusselskicks.

By eliminating the correct tiles,

Publisher/Developer: Players/Genre % Done Release

TRE Big Bang 1 Puzzle 70 2nd Qtr. 1999

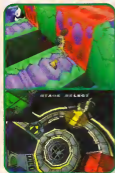
Web Address: N/A



This isn't your daddy's Lode Runner. This classic game from the past has undergone some serious plastic surgery.

you'll not only be able to carve a path for yourself, but you'll also be able to trap and kill those red-robed monks (that's Mr. Lode Runner to you!).

The game itself is broken down into five different worlds, with each world being divided into multiple stages, with each stage then having at least four levels. Gasp! In each level, you need to make your way through a puzzle-type path. Once you've collected enough gold, a portal opens up that leads to the next level. While you're at it, you'll need to find Nav-cards that will allow you access to other worlds. The final objective is to meet and defeat the Boss that controls the five worlds. Once that is completed, then you will finally be able to return to Earth. ●



Publisher/Developer: Players/Genre % Done Release

Crave Colors 1-4 Simulation 100 December 1998

Web Address: www.cravegames.com

## Virtual Pool 64



Those of you out there who fancy yourself a hustler should get ready for Virtual Pool 64 from Crave Entertainment, developed by Celcius. This 3D pool sim features several different modes of play which allow you to play a quick game against the computer or a friend, against a series of computer opponents in a tournament setting or try your skill (or luck in some cases) at trick shots. There is also a Practice Mode so you can fine-tune your skills and get used to the sweet (but different) analog control.

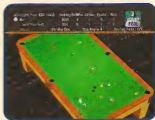
In most of the play modes, there are nine types of pool to stroke your cue to, including 8 Ball, 9 Ball, Bank Pool and Rotation, among others. In addition, American bar, English pub



The worst problem in a pool game is if the balls don't react realistically when hit. This isn't the case in Virtual Pool 64.

or APA rules can be selected so each of the modes can have a different style of play (or so Johnny England can feel at home).

The physics in the version we previewed is quite accurate, realistically representing what pool truly feels like. The analog control adds to this realism: When you pull back on the analog stick and then push it forward, you hit the cue like you would in real pool. And since it's analog, you can hit it as hard or soft as you like. Virtual Pool 64 also supports the Controller Pak and the Rumble Pak. ●



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-Nintendo Power

"Very unique fighter...the originality shines"

-EGM Players Guide

"Innovative gameplay and variety"

-ign64.com

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# NINTENDO 64

## Superman 64

The Man Of Steel Is Pumped And Ready!

It seems only natural that Superman would come out for the N64. After all, he is the most recognized comic character in the world. Titus holds the esteemed license and plans to release their "man of steel" to the legions of Superman fans quite soon.

The story goes like this: Lex Luthor and fellow villains—Brainiac, Parasite and Metallo—plot to control Metropolis by enveloping the city in a Kryptonite fog. Superman must put an end to the scheme, as well as rescue Lois Lane, who has been kidnapped by Luthor earlier in the scenario.

To aid in his missions of good, Superman has the ability to fly, walk and run really fast. He also packs some mean attacks including: Heat vision, Super Breath (yow) and a wicked night hook. In addition, Superman's super strength comes in real handy. Many everyday objects such as cars, trains, street lamps, etc. become weapons via the of over-the-head toss—a classic Superman maneuver.

Check out that X-ray vision in action. Of course Superman would never use that talent anywhere near the ladies room.

Publisher/Developer	Players/Venue	% Done	Release
Titus Titus	1 Action	60	November 1996
Web Address: <a href="http://www.titusgames.com">www.titusgames.com</a>			



One of the more interesting portions of the game puts you in the path of a speeding train—ka pow!

Sixteen mission-based levels must be cleared of villains before the next level can be entered. Clearing a level involves a lot of searching and plain ol' fighting. Superman's X-ray vision is most useful in this portion of the game. Looking through walls to locate enemies is a nice option. If only every game offered this handy feature.

Having played an early version of the game, it looks like Superman could be an interesting play. There are some issues with control but we're confident the developers can iron it all out in time for the game's release. Here's to the man of steel making his debut on the N64—cheers. ☺



Publisher/Developer	Players/Venue	% Done	Release
Titus Titus	1-4 Racing	60	January 1999
Web Address: <a href="http://www.titusgames.com">www.titusgames.com</a>			

## Roadster '99

As Titus prepares to launch another racing game, we harken back to how we felt about their first—Automobili Lamborghini. The game was a definite sleeper. It didn't impress at first but it eventually

hooked us with its engaging racing gameplay.

On the other hand, Roadster '99 looks much better right out of the gate. Sharper detail and vibrant colors really make the cars and backgrounds pop. The vehicles look very close to what they're modeled after—Porsche, Lamborghini, etc., only Titus doesn't have the license to those cars so they're not too similar.

Eight tracks featuring mountain, desert and canyon excursions challenge players to place in the top three. The challenge comes from trying to pass on the narrow lanes that permeate the courses. At this stage of the game's development it's quite difficult, but we expect it will get easier before release.


Look for other interesting options such as user-defined steering and certain graphical nuances like skid marks, smoke and plumes of snow in the mountain terrain. If successful, Roadster '99 could have its place among the new generation of good N64 racing games.



As the heir apparent to Automobili Lamborghini, Roadster '99 has the gift of good lineage as well as a nice concept to work with.



Of course the obligatory snow track has to be in the game. Like anyone would race these high-dollar cars in the snow.



# PSYCHO PeNGUINS

**cRushers and wOrmholes**

(All the reasons you love to ride)



There are burly, uncharted riding environments out there, and the only way you can get there is jump on a hoverdisk and follow Mia and Xako.

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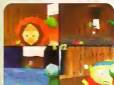
Microsoft



# NINTENDO 64

## South Park

Control various characters from South Park in this 3D first-person shooter from Iguana and Acclaim due out early next year. Besides using the 4MB RAM Pak, allowing for incredible graphics which makes the game look better than the show, it will have a load of weapons, including one weapon that launches a cow, which lands ass-first on top of someone's head and slowly slides down until it engulfs him or her entirely! Sweet!



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- Next Generation

"the new king of car-nage!"

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"Everything about this game demolishes the competition..."

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## Rogue Squadron

Here's a taste of what to expect graphically from LucasArts' upcoming title. With the 4MB Expansion, *Rogue Squadron* is looking simply incredible. Let's hope it plays as good as it looks. For a load of info on the inner-workings of *Rogue Squadron*, check in Issue #512 of *EGM*—you know, the one with the cool-looking X-Wing on the cover.



# YOU'VE GOT TO HAVE A LOT OF BALLS TO PLAY A GAME THIS REAL

(SIXTEEN TO BE EXACT)

*"Virtual Pool ... is the absolute, incontrovertibly best, most believable pool simulation available for any platform." - GameWEEK*

*"...Play ultra-realistic pool, without the risk of getting hustled..." - IGN64.com*

**V**irtual Pool 64™ puts incredible touch and precision in your hands. With unsurpassed, ultra-real physics, you'll control the power behind every break, tap and trick shot!

Best of all, with nine exciting types of pool, three levels of difficulty and two-person, multiplayer support, beginners and experts will both enjoy the challenge of Virtual Pool 64.



Master mind-blowing trick shots that would rival any seasoned pool shark!



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## NINTENDO 64

## Castlevania 64

Here are some new shots from Konami's 3D update of *Castlevania*, which should be out sometime in early 1999. This most recent build shows a variety of Bosses—some bigger than the screen—sweet-looking fire effects and more *Castlevania*-type boasts. In addition, the game's female character Carme is playable and has projectile magic attacks.



## Survivor: Day One

We've just received additional shots from Konami's graphically impressive Noah's Ark-esque action game, which is being developed internally stateside. In it, you control a man who's basically trying to find his other half—a human female. But that's the hard part. While on your way to wherever she is, you'll run into a variety of hostile aliens. Look for this one by the end of the year.



## Quake II

Rumor has it Id was unhappy with the way Midway handled the original. That's why *Quake II* is coming to us late in 1998 from Activision and Raster Productions. Aaron Seeler, the project leader for the original *Quake*, is still on board though. The game may support the 4MB Expansion Pak, but will definitely have an array of multiplayer modes.

# GIVE THE GIFT

OF

# Lemmings™

## & OH NO! MORE LEMMINGS



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# P laystation

Game Directory

- Twisted Metal 3
- Tomb Raider 3
- Automob
- Ice Ridge Racer Type 4
- Guilty Gear
- Quake 3
- King of the Hill/2
- Monkey Hero
- Jackie Chan's Stuntmaster
- Battlefield
- X-mis: Warrior Precurs
- Bushy Move 4
- NHL Live '99
- Live Wire
- Operation X
- Shadow Madness
- Sybex Filter
- NCAA Gridbreaker 99

Previews

## Twisted Metal 3

What's  
In A  
Name?

**S**o you want to know if Twisted Metal 3 is a good game? How it compares to Rogue Trip and Vigilante 3? Well, we're afraid you'll have to wait for the answers to those questions in coming months. We can tell you the game is progressing nicely and has that old Twisted Metal feel even though it's being developed internally at 989 Studios instead of SingleTrac, the original team behind Twisted Metal and TM 2. Today, we will explore the question: What's in a name?

It looks as if some of the members of the original cast are returning with a new art style. They include Thumper, Roadkill, Mr. Grimm, Hammerhead, Axel, Warhog and the ever-popular Sweet Tooth. New to the series are Clubkid, Firestarter, Auger and Flower Power. In addition, the Bosses Dark Tooth and Wilman are returning. Expect another Boss and other hidden cars as well—possibly a semitruck called Dark Side. All of the cars have a new physics model attached to them, which 989 says is more realistic than previous versions of Twisted Metal...well, as realistic as Twisted Metal can be anyway. Now, when you take corners fast, jump over ramps while turning or drive over certain surfaces (like water, sand or ice), your vehicle will react accordingly.

In addition, all of the cars have their own weapons and special attacks. Like the previous games, each car has a standard machine gun. Special attacks (or combos as they're often called) are performed with up, down, left, right-type D-pad movements and a button. Other weapons can be obtained by driving over a particular icon. Does this

Publisher/Developer	Players/Games	% Done	Release
989 989	1-4 Action	80	November 1998

Web Address: [www.playstation.com](http://www.playstation.com)



With all of the games featuring an Area 51 level, you'd think the feds would tighten security at the facility.

sound really familiar? Good—it should. With these various offensive techniques you can blow away your enemies with style. Freeze them, then lay into them with your car's unique special attack, or turn invisible and camp out for a couple of seconds unloading a few rockets toward your enemy. Of course, a Twisted Metal game would not be complete without the obligatory interactive environments. For example, in Area 51 (how...um, original) you can trigger four switches inside of an arena. After doing so, a flying saucer that's suspended in the middle falls to the ground, opening up a new area with fresh power-ups. Other locales to devastate include London



Auger

Axel

Clubkid

Firestarter

Flower Power

Granny

Mr. Grimm



EGM  
108



Duke it out on rolling dunes and in the great pyramids of Egypt. As you'd expect, there are lots of secrets in the levels.



Dark stages make for bright lighting effects. Each vehicle has standard weapons and flashy special ones.

(sorry Johnny England), Egypt, a post-apocalyptic Los Angeles, Washington, D.C. and Tokyo. Other levels aren't so normal: the North Pole, high above the Earth in a blimp and...Hollywood, the weirdest place of them all. All of the levels have loads of ramps, hills, ledges, holes, secret areas and straight-aways—all of which make for some heavy-duty car-blowing-up high jinks. Well, the holes may not be too fun if you fall to your death—that would just plain suck.

Graphically Twisted Metal 3 has a number of special effects, best seen when explosions occur and special weapons are fired. Something noticeable over older

Twisted Metals are the environment graphics. Levels look better than they used to, although the design of them in this early build was a bit chunky. Still, the game's using some nice-looking texture maps on both the machines and the environmental objects. The cars also show various degrees of damage when hit. But when there are dozens of explosions going on around you, who has time to notice? All of this action goes on at a brisk 30 fps, although in this build it slowed at times. 99 Studios assures us the game will remain at a constant 30 fps. On addition to an even more solid physics model once further tweaking and play-testing takes place.

Various multiplayer modes will be implemented, including a four-player Link Mode (for those of you who actually own one...and two TVs, two PlayStation3s and two copies of the game). Of course, a Two-player Mode will be readily available for us normal folk. Another piece of good news from 99 Studios is the implementation of multiplayer-specific levels, per suggestions made by fans of the other two Twisted Metal games.

Lastly, look forward to a rocking-good soundtrack by Rob Zombie, the former Zombie King of the hard-as-nails metal band White Zombie. When you hear it you'll agree there's something about blowing up cars that goes well with Rob Zombie's music.



No TM game would be complete without insane Split-screen Multiplayer Modes.



Knock out the switches and open up a secret place within the Area 51 level.



Like Twisted Metal 2, levels in TM3 take you around the world...except this time the cities are 99 style.

## The Name Game

Remember, TM3 is no longer being developed by SingleTrac, the company behind Twisted Metal and Twisted Metal 2. Twisted Metal 3 is being done internally at 99 Studios, the same company behind such titles as Running Wild, Cool Boarders 3, NFL GameDay 99, NHL Face Off 99 and a number of others. SingleTrac's "Twisted Metal" game is called Rogue Trip and is available at stores now.

Warthog

Minion

Outlaw 3

Roadkill

Spectre

Thumper

Sweet Tooth





Published/Developer	Players/Genre	% Done	Release
Eidos Core Design	1 Adventure	80	November 1998
Web Address: <a href="http://www.eidosintoresive.com">www.eidosintoresive.com</a>			

## Tomb Raider 3

Lara, Some  
Triangles, Quad  
Bikes, New Ears  
And A Multiple-  
Choice Question

### Surprise! Aliens

Want to know the story? OK. Meteorite crashes into Earth millions of years ago, result of which is the formation of life on Earth. Polynesian explorers and Charles Darwin subsequently get involved, and ultimately there's a power struggle for control of this object of considerable power. Cut to modern day, and people are still chasing after it...and experiments at Area 51 figure in too—so there's bound to be some alien interest in there.

**W**ith the barely contained excitement inspired by the likes of *Zelda* and *Metal Gear*

Solid this holiday season, it's easy to forget that there are a number of other big games ready for release too. Most promising in the Christmas rush is young Lara Croft and her third adventure. A notable chart topper every year since the PlayStation was launched, it would be safe to assume that *Tomb Raider 3* stands a pretty good chance of being up there at the top for just as long as Solid Snake and his cigarette-smoking, box-hiding antics.

As we've mentioned before, you'd be forgiven for initially feeling that things were getting out of hand with this particular franchise. After all, all the *Tomb Raiders* are starting to look the same, right? Well, in this case—no. While the format is the same...the camera tagging along behind Lara's butt—the execution of both the graphics and the level structure is completely new.

First the graphics. As we reported in our exclusive feature back in Issue #109, the engine in *Tomb 3* has been completely overhauled. Now making use of particle effects for smoke, flames and wispy bits of mist along with some fancy-schmancy colored lighting, the game looks better than ever. It doesn't end there, however, the thing also runs in a higher resolution than before, lending it a sharper, more defined look. Most importantly though, the new team at Core revised the polygon engine to construct everything out of triangles. Now this may not sound like much, but what it means is that much more organic and natural-looking shapes can be made in the environments. Take a look at the screenshots and you'll notice a curvier, somewhat more believable look to the environments.

On the structure front, the new *Tomb* isn't the linear affair it was before. While the action begins in a single location (India), once this is completed you can choose your path through the game. There are 15



The texture quality is much higher this time, and the triangle engine makes things look more realistic.



Yeah, OK Lara, there really isn't any need to show off. OK? Stop it with the gun thing, eh?

levels in all, broken down into five distinct areas. Having completed India, and learned the clues revealed there, you can choose the order you wish to take London, Area 51 in Nevada and the South Pacific



Don't shoot me! What did I do?



Um...Lara, shouldn't you be going the other way?



The London rooftops offer some of the most notably different environments in the game.

Dark dreams of blood & fire,  
of drums pounding rhythm...

here lies the amber cinders of your voodoo...

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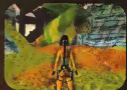
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**TOMB RAIDER III**



**NINJA**



**AKUJI THE HEARTLESS**



**LEGACY OF KAIN: SOUL REAVER**

YOU'VE BEEN WARNED  
**YOU'VE BEEN WARNED**  
YOU'VE BEEN WARNED  
YOU'VE BEEN WARNED

# PLAYSTATION



New levels feature more day-to-day environments rather than just the great outdoors.

## Tomb Raider 3 cont.

Islands, before finishing up in Antarctica for the final showdown. The order in which you take the central meat of the game will affect the challenge you face in later levels, as each area provides different items and weapons that can be taken on to later stages.

The guts of the gameplay is still your classic Tomb Raider stuff. But, as you'd expect, things have been tweaked and gently fondled to provide a more rewarding experience. The levels are bigger and more "explore-friendly" than Tomb 2, and while there are more weapons available (and a cool Dual Shock aiming system that utilizes both sticks) the game is much less of a combat-fest than Tomb 2.

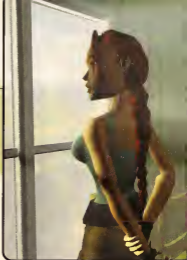
The vehicles are back too...this time you'll see Lara straddling quad-bikes, underwater James Bond-type propulsion thrusters, snowcat bikes and in the South Pacific she'll even go whitewater rafting (and the graphics are sweet here...lots of particle engine-driven water effects).

Whether Lara will remain the PlayStation's "number one for Christmas" game girl remains to be seen, but believe us when we say Tomb 3 really is a dramatic improvement over its predecessors. ●

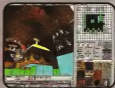
Look...that'll be a new move. She couldn't do that before.



An effective demonstration of the new lighting engine if ever there was one. The flames cast a realistic glow.



## Behind the Screens



The new triangle engine means that interiors can be far more detailed. This has led to some elaborate levels.



The London skyline is beautifully pieced together with the help of the new engine. When lit, it's spectacular.

# Come on in, stay awhile... Mind if I cut your head off?



"...one of the most strangely addictive and unique games PlayStation has ever seen...offers a top-notch combination of action and strategy"  
-PSM

"Exciting... Impressive 3D architecture, fighting effects, and character movement..."  
-GamePro

"Immersive... The most addictive PlayStation game of 1998!"  
-Tips & Tricks

"A great game that's a blast to play and comes highly recommended."  
-Videogames.com

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-Imagine Games Network



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# KAGERO Deception II



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Publisher/Developer: **Activision** / **Syntax**    Player/Genre: **1-2** / **Shooter**    % Done: **60**    Release: **3rd Q4, 1998**

Activision

Syntax

Web Address: [www.activision.com](http://www.activision.com)

## Asteroids

With 3D Graphics And A Lot More

It looks as if we've finally going to get an update of a classic arcade game that does its predecessor justice. *Asteroids*, developed by Syntax Development for Activision, feels exactly the same as the old game except with new graphics and other innovative gameplay additions. First, the graphics are the feature most improved upon...thankfully, since vectors just don't cut it these days. Backgrounds are vibrant and filled with moving elements,

and asteroids are actual polygons. Instead of chunky vectors. In fact, now all of the graphics in the game are completely polygonal, with texture-maps and the whole nine, in addition, explosions, special weapons and environmental hazards are huge and feature fancy lighting and/or particle effects. On the gameplay side, new elements such as power-ups, "mission objectives" and Bosses have been added. Some power-ups are standard, such as lasers and bigger thrusters, whereas others are much more powerful and have the graphic effects to go with them. There are different types of asteroids to blow up, too—some of which react differently if not destroyed in a timely fashion or if you're too close to them—and several different types of ships to control.

Nice-looking rendered cinemas break up the action and give a glimpse of what's to come in the next zone. Also before each of the zones, a mission briefing tells you what needs to be done to warp to the next level, and what to look out for while clearing asteroids, debris and little spunky alien things. Keep in mind, whatever objectives may be presented, they basically consist of avoiding something and



I've got a bad feeling about this...er, wait. This is *Asteroids* not *The Empire Strikes Back*, right? Ohhh, for crying out loud...now I'm confused.

then blowing that same something to kingdom come. Also look for a Two-player Mode where players compete for points, and a variety of bonus levels which have not yet been implemented. ●

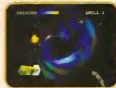
### Behind the Screens

#### Asteroids in Asteroids

As you might have guessed, this enhanced 3D version of *Asteroids* has the original hidden somewhere in it. It'll probably open up after beating the game, or finding some secret. After playing the old one again, we found the enhancements in the new *Asteroids* to be quite fun.



Didn't we just see a bunch of movies on the big screen and a horrible made-for-TV version on TBS about this?



At this point, the proper thing to say would be "I need a clean pair of undies."

Some zones present dangers themselves like the Black Hole in this one above.





# THE ONLY GAME BIGGER



OH MY GOD! SOUTH PARK IS UNDER ATTACK!  
THERE'S A GIANT COMET HEADING TOWARD  
THE TOWN AND IT'S UP TO YOU TO SAVE THEM!  
(YEAH, THIS GAME'S GONNA HAVE SOME PRETTY  
#%&!\*% -UP %#\$\*.) WE GOT ANAL-PROBING  
ALIENS, BIG EVIL CLONES, DEMENTED TURKEYS,  
AND OF COURSE, TERRANCE AND PHILLIP! IT'S THE  
ONLY GAME BIGGER THAN CARTMAN'S BIG FAT A\*\*.



This game is for mature audiences.

# THAN CARTMAN'S BIG FAT A\*\*!



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With this new Cow-Lord character, people  
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Business of lowest environments without  
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HOWDY HO your way through  
mega multi-player action!



SOUTH  
PARK

Acclaim  
www.acclaim.net

Publisher/Developer: Namco/Team Andromeda

Players/Gears: 1-4  
Racing

% Done: 60

Release: 1st Qtr. 1999

Web Address: [www.namco.com](http://www.namco.com)

## R4: Ridge Racer Type 4

Something To  
Finally Kick  
Gran Turismo's  
Ass?

**A**fter reigning supreme as "king of racers" on the PlayStation for nearly three years, the Ridge Racer series was finally toppled earlier this year by Gran Turismo. It was bound to happen someday—but Namco isn't happy to sit back and see SCEE sit at the top of the heap for long. This December will see the Japanese release of R4 and a redressing of the balance. Whereas GT leans very strongly toward the "simulation" end of things, the Ridge Racers have always been about high-speed action rather than technical accuracy. R4 will be no different, but will push the very limits of the PlayStation in terms of graphical presentation. Rumored to be Namco's last game for Sony's box (because the system can't be pushed any harder), you can see from the screenshots that they convey an almost disturbing level of realism.

R4 will see eight completely different courses and 300 different cars (none of which are licensed, although they look suspiciously realistic)—although much of this lies in configuration of certain models along with their paint jobs.

Aside from the presentation, the other big changes are the Multiplayer Modes (supporting both two-player split-screen and four-player link-up/split-screen action) and the new Grand Prix Mode, described by Namco representatives as being "RPG-like" in its complexity. Take on the role of driver, team manager and coffee boy as you tackle the politics of running a team between races. We have yet to see this in action, but hopefully we'll be able to bring you more information when we get our hands on a copy of the game next month.



The new graphics engine allows for some incredibly realistic lighting effects.



Check out some of the backdrops. The lighting is extremely effective.



Two-player split-screen and four-player link-up play is supported this time. About time too!



Check out the buildings...you wouldn't believe this was a PlayStation game if you didn't know better.

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Publisher/Developer	Players/Genre	% Done	Release
Atlas Arc Systems	1-2 Fighting	100	November 1998
Web Address: <a href="http://www.atlas.com">www.atlas.com</a>			

## Guilty Gear

Dirty Fighting  
Fun With None  
Of The Guilt

**W**hen it comes to 2D fighters, the PlayStation has always had a bad reputation. Limited RAM and a processor that was not specifically designed for sprites have been named as suspects since the system was released. Luckily for fighting fans, Arc Systems was unfazed by all this and unleashed Guilty Gear.

Choose from 30 characters ranging from a diminutive old man to a giant warrior who can easily give the Incredible Hulk a run for his money. In addition to the regular cast, there are hidden characters who will be selectable. All the characters fight with some sort of weapon except for the giant guy who just uses his rather large fists. Speaking of fists, you'll be able to feel the full impact of those crushing blows courtesy of dual-shock compatibility. Of course the big draw of Guilty Gear is the graphics and animation. The style is reminiscent of the Street Fighter Alpha series with vibrant colors in both the characters and the backgrounds. The look of the GG characters is still noticeably different due to the lack of pronounced black outlines which results in a rougher, almost blurry edge. There's nothing wrong with it, but it's definitely a style you'll either love or hate.

The special moves are very eye-catching and often result in bright lighting streaks or some form of pyrotechnics. Even some of the regular attacks produce great visuals like after-streaks and gushing blood. With all these things happening on screen, it's easy to get lost in the frenetic pace of the fights. It's also amazing that the characters can animate well since the effects usually suck up valuable memory. The fighting engine fully supports wild combos that enhance the colorful effects that result. Can this scrappy newcomer take the crown as the best 2D fighter on the PlayStation? Sushi and the crew will decide. ●



We like to smash little man with my large hands. We hands so fast, it look like I have more than two! Hargh!



### My 2 Cents

I've been tracking this game since it first reared its head at the Tokyo Game Show a year and a half ago. It showed promise then and it totally delivers now. I'm still dissecting the intricacies of the fighting engine (read it in my review), but I'm impressed so far. The biggest surprise though is the sheer amount of stuff that flashes on the screen. This is the sort of action that was missing from the neutered PlayStation Marvel fighting games from Capcom. The music is very good to boot. It'll be quite a showdown.

-Sushi X

Flame on! It's common knowledge that swinging a metal blade really fast produces a blazing inferno.





**ROLL  
AWAY**

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ACT PRODUCT INFO:  
[www.playstation.com](http://www.playstation.com)



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Publisher/Developer: Activision/Hammerhead    Players/Versions: 1-4    % Done: 60    Release: January 1998

Activision Hammerhead    First-Person Shooter    60    January 1998

Web Address: [www.activision.com](http://www.activision.com)

## Quake II

No One Thought It Could Be Done...

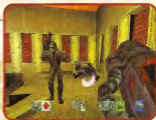


**A** long time ago Quake was supposed to come to the PlayStation but never appeared. Why? id Software (the creators of Quake on the PC) couldn't find a developer to make a playable demo that met their high standards. It's no surprise really, considering how intense Quake's graphics are with all of those fancy polygons and effects. Yeah, the PlayStation is a powerful machine but it's not that powerful—is it? Apparently it is, considering Quake II is on its way to the PlayStation from Activision and Hammerhead (with approval from id).

So what's the focus of all of these companies working together to make one product? Marty Stratton, producer for Quake II at Activision, puts it best: "Quake II [on the PC] has a great feel, a great flow, and that's really based on the design talents of id. So what we are doing with Quake II is taking the existing levels...and keeping a similar flow but making them very playable on the PlayStation." Hammerhead, most recently known for Shadow Mysterio, is the only team that successfully created a demo of Quake II for the PlayStation—one that also impressed John Carmack, head dude over at id. Most everybody involved with the project prior to Hammerhead's submission thought any Quake game on the PlayStation would be extremely difficult—if not impossible.

From what we've seen so far, Hammerhead is doing Quake II incredible justice—with a speedy 30 fps frame-rate, 512x240 resolution, great-looking levels, incredible moiré-lighting effects (which means when you shoot a bright weapon down a dark hallway, the walls, floor and ceiling light up as the shot travels down the hallway), a good number of polygons and most importantly a two- to four-player split-screen Deathmatch Mode (yes!). In fact, the only thing lacking in the revision of the game Activision recently showed are enemies. They are in there mind you, and there will be more implemented as development progresses, but in this EARLY revision these weren't many bad guys around.

The finished version of Quake II will have 20-30 levels and around six deathmatch arenas. In addition, the game will have all of the enemies and 20 weapons from the



What's this—Quake II on the PlayStation? It's a reality thanks to Activision, Hammerhead and the guns at id.

PC version (or maybe new weapons if they decide to change them). What's different in the PlayStation version? Since the PS has memory limitations when compared to a PC, some levels may have to be smaller or split into two medium-sized areas in order to fit them into RAM. Also, there should be unique four-player deathmatch maps for the PS version, possibly a new monster or two (maybe a Boss or sub-Bosses) and Dual Shock support. Although it's not set in stone, the Dual Shock will allow for a "mouse look" control scheme where one analog knob controls where you're aiming while the other controls where you're moving (similar to GoldenEye and some PC first-person shooters).

One interesting feature Hammerhead will add if it doesn't adversely affect gameplay or the frame-rate are bots. In case you're not familiar with what bots are, they essentially allow you to get into some multi-player action without your sweaty friends being around. Hammerhead is still not sure of how many players, bots and/or enemies can be on the screen at once without the frame-rate suffering though.

For more info on Quake II, take a look in the November issue of the Official U.S. PlayStation Magazine—with Lara Croft on the cover—for an in-depth feature on the game with a whole lot of info.

**O** The percent-chance people thought Quake II had in actually coming to the PlayStation due to its intense graphics on the PC side of things.



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**ocean**









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NASA.

*"Motorhead.."*

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Publisher/Developer	Players/Genre	% Done	Release
Crystal Dynamics	1 Action	75	December 1998
Web Address: <a href="http://www.crystal.com">www.crystal.com</a>			

## Akuji the Heartless

Do You Do  
Voodoo?  
No, I Don't Do  
Voodoo. But  
I Do Do Judo

**A**kuji the Heartless, as you're no doubt aware, is being developed by Crystal Dynamics—the very same chaps who brought us *GeX* in his varied guises. *GeX* is 3D action game, *Akuji* is 3D action game... *Akuji* is *GeX* with different graphics! Well, um, no (thank God)—but it does use the same graphics engine.

Fortunately the team at Crystal has completely overhauled the engine from *GeX*: Enter the Gecko so much so that you'd be pretty hard pushed to tell. It's not quite the complete hot-rod job that the forthcoming *Legacy of Kain: Soul Reaver* is, but it is noticeably improved. *Akuji*'s levels are filled with atmospheric lighting, moody effects, dark and foreboding crevices, and spooky bits—certainly not the kind of ambience that damn wise-ass gecko ever managed to generate. *Akuji*'s characters and environments are also far more solid-looking with some detailed textures creeping up throughout. Underneath it all, it's still a run-around, just-on-things and (in this case) hack-them-into-tiny-little-pieces-before-stomping-on-them job, but it does have a style of its own.

What sets *Akuji* apart from the deluge of similarly styled games set to hit the shelves this November is the subject matter. Something that a lot of games due for release this winter will suffer from is simple overkill. There are so many character-based 3D games kicking around that it's reached the point where as soon as a game is released, it's forgotten about. To try to ensure that doesn't happen here, Crystal has eschewed the usual cute, fluffy bunny approach to 3D action titles and has gone for a somewhat more, shall we say, "aggressive" tone.

Take the story for example, *Akuji* is about to get married to a girl from another tribe—their union will ensure a lasting peace in the land of Mamora. For an unexplained reason, *Akuji*'s brother doesn't like the sound of this so he sets about killing everyone at the wedding in the messiest way possible (the intro shows the aftermath of the massacre with blood and goo everywhere) before ripping *Akuji*'s heart out in a voodoo ceremony (the "heartless"—geek!) Nasty huh? *Akuji* is then banished to hell—



The *GeX* engine has been changed to accommodate the darker, more malevolent look to the game.

which looks uncannily like a 32-bit 3D action game—where he must hook up with the souls of his ancestors, and I daresay, chug some beer with them or something. Oh no, he's got to use their power to break the barriers between hell and Mamora.

The gameplay itself is pretty much what you'd expect: 3D environments, big spooky monsters, power-ups, simple "puzzles" (pull this lever, hit that switch) and lots of voodoo-inspired violence and magic. It may not score many points for originality, but at least it comes off with a certain amount of style. ●

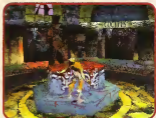
### Factoid

Practitioners of voodoo believe that nothing in the world truly has a life of its own and that the universe is all one entity in which all things are connected. The term "voodoo" is derived from the French "vous deux," which translated means "you two," or, as often interpreted "you too."

### My 2 Cents

I don't know about you, but I'm getting a bit sick of these runny-jumpy-hitty 3D "action" games. I think that most developers have pretty much hit the ceiling on what is possible to do with the PlayStation as far as technology goes. From now on, it's the content and the ideas that are going to make even more of a difference. While *Akuji* is hardly innovative in terms of gameplay, at least it makes a bold step with its content and tackles some darker and more "adult" themes than your usual *Crash*/*GeX*/*Tomb Raider* wanna-be.

—John Davison



A-a-a-a-choo! *Akuji* learns that sneezing with a nosebleed can get a bit messy.





Publisher/Developer: Playmates/Blain | Players/Users: 1 | % Done: 75 | Release: January 1999

Title 2 | Genre | Action/RPG | 75 | January 1999

Web Address: [www.blain2games.com](http://www.blain2games.com)

## Monkey Hero

No More  
Monkey  
Business!

**L**oosely based on the Chinese legend of the Monkey Hero, Take a. Interactive's game of the same name places you in the role of the private protagonist and thrusts you head-first into an overhead action game of mythical proportions.

Taking place over the course of three different worlds (the Dream World, the Waking World and the Nightmare World), you must take the Monkey Hero on a journey to the Nightmare World, where the creatures of the night are using children's dreams as a conduit to the Dream World. Born of the Five Elemental Spirits, the Monkey Hero was raised on the Waking World by a wise old Sage who tutored him as his student. Armed with the knowledge of Magic and Battle, the hero went off to defeat the invaders of the Dream World.

Playing in a manner similar to the original *Zelda*, Monkey Hero can be vaguely described as an action-RPG. While the RPG elements are stripped to the barest essentials, the action and exploration aspects can't be discounted. This game is all about roaming the huge dungeons, caves and forests. During his travels, the Monkey Hero must find keys to open treasure chests, keys to open doors that lead to rooms that hold chests that hold keys to other doors, and so on and so forth. Occasionally you'll throw a switch that will lead you to other keys, but you get the idea. What might not be so obvious is the plethora of hidden items in the game that must be uncovered through clever ways. For example, at some points in the game it is too dark to see and Monkey must locate and capture some fireflies in order to navigate the darkness. Another situation is where he must light a candle that he can use to burn a bush that hides a cave. Other, more complicated puzzle elements such as stacking



This is the Monkey Hero. Why is he called that? Well, he's a monkey and, apparently, a hero too.

blocks to get to out-of-reach places are found in the dungeons as well.

Scattered throughout the various places you'll explore are numerous enemies. Defeating these creatures can be accomplished in many ways, like pushing a bookshelf over onto an enemy or simply whacking it with your bamboo stick a few times.

The graphics are a sharp blend of 2D sprites for characters and fully polygonal 3D backgrounds. Although the game seems a bit dark, the levels are unique, look good and are light-sourced too, giving the game an almost *Klonoa*-level of quality. The game's speed needs work at this point, and the implementation of analog control would help Monkey Hero's overall feel. The D-pad is OK, but they really need to give this guy the quicker picker-upper—DualShock compatibility if developer Blain can iron out the few issues present, they might have a sleeper hit on their hands. The character is great and the premise, while a bit worn, provides enough of a vehicle that even sleepies won't mind. Look for Monkey Hero sometime in January. ●

### My 2 Cents

This game has a lot of character (no pun intended), and could appeal to a wide range of gamers. The thing that this game really needs is analog control. The regular D-pad just feels too sluggish. Speeding up the gameplay wouldn't hurt either, but analog compatibility is really the key here.

—James Meike



There are a number of simple puzzles to solve in Monkey Hero. Usually they involve pulling a switch.



This is what happens when you drink too much Kool-Aid. Strange floaty-balls start hovering around your face.



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# ATLUS





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callin'  
a pussy?



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[www.activision.com](http://www.activision.com)



Publisher/Developer	Players/Games	% Done	Release
Midway Radical/Createlight	1 Action	45	1st Qtr 1999
Web Address: <a href="http://www.midway.com">www.midway.com</a>			

## Jackie Chan's Stuntmaster

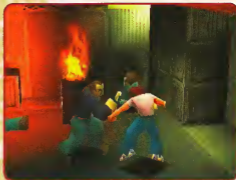
The Charlie Chan  
Of Chop-Socky  
Hits Home

**C**hop! Ka-pow! Krakkk! Hee-yaaw! Those are the sounds usually associated with a man by the name of Jackie Chan. Yes, THAT Jackie Chan, the Drunken Monkey, the Charlie Chan of chop, the sultan of slam. The martial-arts madman who does all his own stunts has been the obvious choice for a videogame for some time now and thanks to Radical Entertainment, your favorite wise-cracking kung-fu fighter will be heading home to your PlayStation just in time for the holiday season.

It seems as if someone has stolen the reels to your latest blockbuster, appropriately titled "Stuntmaster," and it's up to Jackie himself to retrieve them from the thugs and hoodlums who would try to stop him. However, it's not just as easy as that. Apparently, during the ensuing chase, a substantial number of the reels have gone missing throughout the city, and these must be found as well, or else Jackie's fans won't be able to check out his latest kung-fu-fest. We wouldn't want that now, would we?

Set in fully explorable 3D environments, such as Hong Kong-style cities and moving subway trains, Jackie has plenty of places where he must search for his missing film. Strangely enough, the reels can be found on top of crates, catwalks, store canopies and just about any place you can think of. Also hidden (or not) in every dark nook and cranny are the endless supply of goons and troublemakers who'd like to grant Jackie an early retirement.

Fortunately for you, Jackie's no slouch in the fist-cuffs department and can utilize a large number of attacks while disposing of these scumbags. As you'd expect, Jackie has high attacks plus low/medium attacks which are executed using only the Circle and Square buttons. The X button controls the jumping and the Triangle lets him pick up items. Fighting is reminiscent of an old-school side-scroller like Final Fight, although



This guy's just mad because Jackie laid out his pal. Nothing to fear, however, Jackie wins in the end.

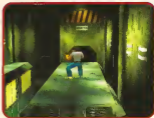
everything moves in 3D. Other levels, like the subway challenge, test your reflexes in other ways, as you attempt to keep from getting creamed by oncoming obstacles as you ride on TOP of the subway train. Hopefully the rest of the game features a similar level of variety.

Graphically, the game is comprised of large 3D levels, where the intelligent camera system pans to an angle that's appropriate for the situation. Areas like the first "Christmas" level look very authentic and lend a credibility to this lighthearted game. The characters, on the other hand, have a kind of Play-Doh appearance (including Jackie, so don't expect a "Lei from Tekken 3" level of detail here), but presumably this was to keep things moving smoothly and quickly, and it does. Nice lighting effects and easy pick-up-and-play action round out the package. Due in stores sometime this winter, fans of the man might want to seriously investigate this promising title. This is, after all, Jackie Chan. ●

### My 2 Cents

It's about time that Jackie Chan had his own videogame on a next-generation system, and what better platform than the PlayStation? After all, he's the epitome of the term "living legend," and conveniently enough, an action hero. Although it's a little cartoonier than one would expect, it nevertheless captures the spirit of a Jackie Chan movie, and looks like it will appeal to many of the man's fans.

—James Micke



Jackie will have to look in the damndest places for his film reels.

"Why, don't mind if I do!" says Jackie, as he takes a swig of "root beer" before going all "drunken-monkey" on his ninjas.

Apparently, Jackie couldn't scrape up a token, so he jumped on top of the train! Duck, Jackie, duck!

## Brigandine

It's safe to say that there is no shortage of strategy games on the PlayStation. The latest contender to throw its hat into the ring is Brigandine from Atlus. Touted as a cross between Gole Battle and Dragon Force, the game strives to incorporate the best elements of each of those titles. You can choose from five different characters who all have different motivations for uniting the land under their sole rule. Each have endings and available side quests that add both new story nuggets and exclusive special items. You can upgrade the class of your soldiers as well as the monsters under your command.

The battle scenes are played out by 3D polygonal characters and monsters. The results are smoother animations and fighting effects that reflect off the combatants. Also, unlike other games, the size of the characters and monsters are proportional to each other. A Dragon will be substantially larger than a Knight and a Golem will be about half the size of a Hydra. Not all the graphics in the game are as polished as the ones in battle. For instance, one aspect of the strategy



game genre Brigandine has not been able to get away from are the sprite-based battlefield map graphics.

In the end, the story and overall challenge will determine if Brigandine will be a worthy entry into this crowded field.

This Golem is going to have a really bad headache in the morning thanks to these monstrous bolts of lightning.



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Publisher/Developer Players/Genre % Done Release

900  
Universal Interactive 1 Action 50 March 1999

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## Xena: Warrior Princess

Look Out Lara,  
Here Comes  
Xena

**W**hile the debate on whether or not Tomb Raider's Lara Croft is a strong woman rages on, even in circles far beyond the videogame industry, it's clear that no one in his/her right mind would question the power of TV's Xena: Warrior Princess. And if a character's strength is any sort of measure of a game's worth, Xena's about to give ol' Lara a run for her money—because she'll soon be joining her in the 3D action-adventure playing field in Universal Interactive's Xena: Warrior Princess (with the working title appendage "Horrungus Among Us") for the Sony PlayStation.

The story behind the title puts Xena and her long-time "companion" Gabrielle in the way of a devious plot concocted by Xena's old nemesis Callisto and Ares, the god of war. The evil duo has raised a titan from infancy—the three-headed monster Horrungus—intending to control the incredible power it will have when it grows up, unleash it upon the world, and rule what's left—Isn't that always the way? To test out the nearly full-grown beast, Callisto and Ares have captured Gabrielle and intend to either force Xena to help them or make the creature destroy both Xena and Gabrielle. Along the way, Xena wanders to places like Sisyphus' fortress, Pinacles' temple, the home of the Amazon Birdwomen, and Hades' Castle, and she faces such enemies as ogres, evil druids, dragons and Hades' minions, before confronting Horrungus itself. And then Callisto and Ares will, of course, still be waiting in the wings.

Xena fans can expect the game to show more than just characters and places from the series, because Lucy Lawless (Xena) and Rene O'Connor (Gabrielle) voice their characters' parts and had their faces texture-mapped for the roles—although the animation is done by hand instead of through motion capture. Theme music and sound effects are used as well. The



Nothing can stand in the way of Xena: Warrior Princess when she's searching for her special friend Gabrielle. Now that's what we here at EGM call a strong woman.

gameplay is said to be like a more action-oriented version of Tomb Raider, with Xena acting out her adventures in a 3D world, followed by an intelligent camera that always puts her in the center of the screen. Her moves include punching, kicking, jump kicks, sword and staff fighting, and Chakram throwing (her metallic bladed "frisbee"), as well as the special Hong Kong action-movie moves seen in the series, such as hanging in the air to lock an opponent in the face repeatedly. Look for 300+ animations in the final version. More than 20 levels are currently planned for the game, requiring you to visit some of the scenarios more than once. Secret levels and characters are also present, found through means unknown at this point.

Gameplay will be similar to Activision's Tenchu, since some scenarios require more stealth-type movement rather than out-and-out fighting. For instance, in one level, Xena has to break into a fortress guarded by platoons of archers and swordsmen. If she marches in directly, she might find herself full of arrows. But if Xena sneaks up and ambushes the warriors one by one and then uses the Chakram to take out the archers at post in their towers, she should be able to get in unscathed.

### Xena-tato

Proof that even Xena, Warrior Princess enjoys a vigorous and deadly game of Decapitato every now and again. "DECAPITATO!!!"



## Bust-A-Move 4

**C**an't get enough of that pudgy green dinosaur with a penchant for busting balls? If not, then your fix is in, because Natsume is bringing over the latest addition to Taito's bubble-popping franchise: Bust-A-Move 4. Gameplay, as always, consists of your player attempting to pop like-colored bubbles that endlessly descend from the ceiling, if the bubbles manage to reach the bottom, it's game over.

While you might wonder what Taito could possibly add to the already fine-tuned game-engine, there are a few extras that might tempt you into entering the world of Bust-A-Move once again. There's a new chain-reaction system that will let you pop more than one color at a time. There's also a new Pulley system that adds a new dimension to this game by balancing the bubbles on two ends of a scale. If one side touches the floor, your game ends.

There is also the Edit Mode which allows you to construct your own levels. Along with Edit Mode are the standard Puzzle Modes, Vs. Computer Mode, Two-player Mode and Challenge Mode. Also, a Grade Recognition system reviews your performance and gives you one of 20 different rankings, based on your success or lack thereof.

With so different characters plus numerous hidden ones, Bust-A-Move 4 gives you plenty of choices to play as. Unfortunately, there aren't any strengths or weaknesses to any of the characters, so they're really there for cosmetic



Get ready for some good, old-fashioned trash-talking matches. Look at how this grey dragon teunts our poor hero.

purposes only. The addition of Dual-Shock vibrations adds a level of tension that is surprisingly effective.

While no radical changes have been made to the time-proven formula, BAM fans will more than likely find plenty to like about this latest installment. ●



BAM 4 adds force feedback via the Dual-Shock pad. Believe it or not, it's actually very effective.



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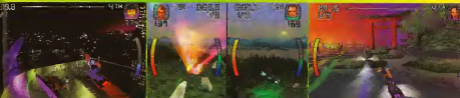
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Publisher/Developer	Players/Games	% Done	Release
Electronic Arts EA Sports	1-6 Sports	60	November 1998
Web Address: <a href="http://www.easports.com">www.easports.com</a>			

## NBA Live 99

### Anyone Up For A Game Of Around The World?

#### My 2 Cents

If EA can just get the game to play as good as it looks, there won't be any competition in hoops games this year. At question is the mocap animation which sacrifices mobility for realism. If they can manage to sort that out, make the game a little less sluggish, and speed up the response time, Live 99 may well be an unstoppable force this year.

-James Mielke

It's not easy developing a basketball game. First of all, there's two types of sports-game fans to appease when you make a sports game: the sim-freak, and the arcade nut. The sim-freak wants the detailed stat-tracking and meticulous attention to detail, while the arcade nut wants no-holds-barred action and thrills. It's usually impossible to do both things right and come up with a game that will satisfy everybody. More often than not, titles like this wind up being good at nothing in particular and less satisfying than if they merely concentrated on one style of game.

EA Sports hopes to change all that with the release of their newest basketball title, NBA Live 99. Now, anyone who knows EA, knows that they usually throw everything but the kitchen sink into their games, but have recently had difficulty making the transition successfully into 3D. However, with Madden 99, and now NBA Live 99, it seems as if they're ready to put all that behind them, as Live 99 features some of the most gorgeous basketball graphics on the PlayStation yet.

It's difficult to convey how realistic these players look and move (unless you see the game, but it's quite impressive). The courts also look fantastic, with gorgeous reflections and polygonal bleachers raising the level of detail. Additionally, anyone with a DualShock controller will appreciate the dead-on control and the feeling of every slam-dunk hitting home.

Among the new features in Live 99 are a GM Mode (which allows you to participate in a full draft), direct dunking, new player reactions, head-tracking, funky new music, and an Arcade Mode. Another striking feature is the Instant Replay Mode, which is positioned to give you the most dynamic view of your most recent swoosh or slam. The interesting part is that the whole thing replays in black and white, except for the man who made the play, who is featured in full-color. It's a nice cinematic touch that adds a level of polish to the game. The soundtrack is also of note, as its funky tracks add an element of excitement to the already super-charged proceedings. As usual, new highlight films and FMVs of cheerleaders in action (yeah!) round out the title's glossy EA presentation.

The problem with many of the recent basketball games have been either sluggish gameplay or compromises in control, mostly due to canned animations resulting from



Here we find Marcus Camby sailing above the Los Angeles defense. Shyeah, right! Where's Patrick Ewing when you need him?

the method of motion-capturing used to make these games so realistic. Whether or not NBA Live 99 sidesteps these pitfalls remains to be seen. While it certainly looks great, the jury's still out on the actual gameplay. We'll have a complete version soon enough though, and if the control and fun factor match the visuals, PlayStation owners jonesing for a lock-but basketball game certainly have something to look forward to this winter.

### Gamer's Edge

#### Sinking the three

This is probably the most common knowledge in videogame basketball, but it's worth mentioning again. The best place to release the ball is at the top of your jump. If you manage to get it right, not only will you be sinking the rock like a guy named Jordan, but the threes will be forthcoming and plentiful. This will serve you better in the long run, as it gives you more versatility, rather than always trying to slam the ball. All the better to bury your opponent with, right? Get in a rhythm and watch as the opposing team runs over itself trying to get at you.



Karl Malone is about to teach Tim Hardaway a thing or two about trying to box him out.



You've got to release the ball at precisely the right time if you want to sink that trey.

TBA	1-2	80	November 1996
Code Monkeys	Action		

Web Address: [www.csi.co.uk](http://www.csi.co.uk)

## Live Wire

If nothing else, this title from little-known developer Code Monkeys and U.K. publisher Sales Curve Interactive (the guys behind

Carmageddon and its sequel brought to the United States through Interplay) is going to bring back some memories of a seriously old-school game. Remember Amidar? Running around the lines of a grid to make boxes which are then painted in, while avoiding bad guys... all in the name of good, old-fashioned videogame fun. It's as simple as that. No convoluted story line. No BS. Although I seem to remember Amidar involving paint brushes and monkeys...none of that here.



Imagine that concept brought up to date with a smooth 3D engine and lots of bright, colorful graphics and seriously funky music and you have the formula behind Live Wire. Sure, it couldn't be described as original by any stretch of the imagination, but no one's gone back to this particular style of retro gaming just yet. So, whaddya reckon? There's a pretty good chance Code Monkeys are on to a winner here.

There are 50 extremely garish-looking levels to go through, and these are carved up into five different themed areas to keep things exciting. As you'll see from the screenshots, these vary from distinctly Halloween-looking environments to some brightly colored desert island-looking bits. Throw in some cool power-ups such as machine guns and missiles with which to carve up the bad guys and things look like they might be getting pretty cool. Consider that it's a one- or two-player game too, and it could turn out to be a surprise hit. Let's hope a U.S. publisher has the foresight to pick it up and bring it out over here. Interplay? Interested? **B**

# 30

The number of pick-ups that are scattered around the grid. These include machine guns, bombs and missiles. All good, clean fun.



Paint all four sides of a box and it fills in as your color. You've now claimed it as your own.

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Publisher/Developer	Players/Genre	% Done	Release
3DO Cyclone	1-2 Action/Strategy	85	December 1998
Web Address: <a href="http://www.3do.com">www.3do.com</a>			

## Uprising X

Lock 'N' Load!  
We're Takin'  
This Hill Inch  
By Inch!

### My 2 Cents

As far as first-person shooters go, Uprising X suffers from bland graphics and a clichéd story line. It's not like the world needs another mediocre shooter, and there's little here that separates this from being just another "OK" title. There's still time for improvements, but I'm not holding my breath.

-James Mielke

**S**end 'em home in a body-bag! That's 3DO's battle-cry to all the other first-person mission-based shooters out there, heralding Uprising X's debut on the Sony PlayStation. Essentially a first person shooter like any other, Uprising X attempts to add a new level of depth to the genre by giving you a multitude of vehicles to use during combat. These vehicles include tanks, aerial attack vehicles (i.e., jets) and bomber squadrons.

Set in the future, Uprising, appropriately, sets you in some very futuristic-looking locales. Sparse, barren landscapes accompanied by areas of scorched earth are the usual sights you'll see, while the green skies give you a good idea of the recent troubles the planet has suffered.

Your role, as a Wrath commander, is to engage the Imperium forces in battle over the course of the war, which, conveniently, turns out to be about 20 levels or so. During battle, not only will you be required to maneuver your own Wrath battle tank through the skirmish, but you'll also be able (and required) to set up additional forces and support around your base of operations. Since each faction has its own strengths and weaknesses, a great deal of strategy is required to successfully complete each mission.

Similar in feel to 3DO's N64 title Battle Tank, Uprising X offers a multitude of ways in which to play this game (albeit with a post-apocalyptic slant). Depending on what sort of ground forces you deploy and what sort of factories you build, the CPU will counter accordingly, creating a new experience each time you play.

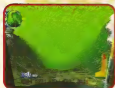
Supposedly, the story line will be a substantial part of the gameplay, and the characters will draw you into the history of Uprising X. Whether or not this is actually the case remains to be seen.



That's a dismal-looking sky and you had better get used to it. This isn't your sunny day kind of wargame.

However, if story lines and all that stuff bores you to death, then you might take interest in Uprising's two-player options. Siege Mode, for instance, pits you against a friend, while including all the base-building and other tactics found in the one-player version. Death Match, as you might imagine, removes the base-building and leaves you with a one-on-one free-for-all. If that isn't enough, there's also three more two-player games to play against a friend.

So, if first-person shooters are your bag, baby, you might like what 3DO has in store for you. It's a fast-paced game that attempts to deliver a grittier experience than is usually found in games such as these. If you happen to want a little strategy-action mixed in with your shooter, then you might REALLY be happy, because the options included in this game will certainly keep you busy for a good long while. In any case, should you choose to accept this mission, with the game due out this winter, you'll have your chance to stop the Uprising soon enough.



That's a really green sky. No way around it. It's green.



This is the Debriefing Screen where you'll gather all the information you need.



Some heads-up display this is. Heck, you can't even see where you're going! Who came up with this? He's fired!



This blue dude, found in the opening sequence, is one of your guys. The enemy soldiers in the game are usually red. Red is baaaaad.

Publisher/Developer: Players/Games % Done Release

Crave  
Craveyard 1  
RPG 50 February  
1999

Web Address: [www.cravegames.com](http://www.cravegames.com)

## Shadow Madness

**S**hadow Madness is the love-child of a group of developers known as Craveyard Studios. Formerly known as Big Rain, Craveyard is comprised of an assortment of industry veterans, including some ex-Square Soft programmers whose projects include the old Super Nes title, the Secret of Evermore. Shadow Madness is a game that can best be described as a "Final Fantasy Light." Graphically,

the game is composed of

pre-rendered back-grounds (a la FFVII or Parasite Eve), with polygonal characters. As you might expect, you navigate your party around the backgrounds and search for clues and openings, occasionally getting into a battle (which can be avoided, by the way). Whereas many RPGs will have you in a melee every three footsteps, Crave has incorporated a system which you can use to avoid attacks. Whenever a creature is about to wrap you up in a melee, it gives off a sound. When you hear the sound you can duck to avoid the attack. The problem is, if you avoid too many fights, your levels won't go up. So balance is the key.

When battles do occur, the game switches to a fully polygonal engine. Using a simplified interface, Shadow Madness eschews the traditional menu-heavy approach for a "stripped-down" list of options. During battle you can use a Guarded, Normal or Aggressive attack, while other options, like retreating and an Items list, are but a button press away. In terms of special



spell effects, unlike Square's masterpieces, Shadow Madness takes a different approach to its stunning spell effects. Instead of waiting for an extremely long spell to run its course, Shadow Madness instead switches (lightning-quick) to a pre-rendered FMV to illustrate special attacks. Other, simpler effects, such as healing spells, are simply rendered on screen using the game engine.

Although a few details, such as the battle engine, need a little fine-tuning, Shadow Madness is a title with a certain charm, that could turn out to be something special by the time it ships this coming February. ●



After a little searching, your party will grow from one character to three characters. Later on in the game, you will find even more.



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**The Wall.**

**SPEC'S** MUSIC

LOCATIONS

Publisher/Developer	Players/Genre	% Done	Release
509 Ideic	1 Action	80	February 1999
Web Address: <a href="http://www.playstation.com">www.playstation.com</a>			

## Syphon Filter

Solid Snake And  
Lara Croft's  
Illegitimate Love  
Child?

**W**ith stealth games and third-person action games all the rage right now (Metal Gear Solid, Duke Nukem: Time to Kill, Tenchu, etc.), it's no surprise that a title should arrive that combines elements of both. Syphon Filter, for lack of a better comparison, takes elements of both Tomb Raider and Mission: Impossible (or, possibly even Tenchu) and knits them together to form an action game that is two-thirds gun-blasting chaos and one-third stealth. However, it's not so much a stealth game in that you can't allow yourself to be found. Oh no, you'll be seen a great deal in Syphon Filter. Rather, you'll need to use your keen sense of awareness to take advantage of your surroundings and emerge alive in this tale of kill-or-be-killed.

The main character in Syphon Filter goes by the name of Gabe. Each level has objectives that you must complete in order to advance the story line. You're kept up to date by your contact at headquarters who will periodically send you new instructions on-the-fly. No sooner have you taken down one boss character, when your superiors radio in another set of instructions. The game is fast-paced and will keep you on your toes as militant soldiers swarm in from all sectors, sometimes attempting to get to you, but more often than not, engaging in gunfire with your fellow agents. You must be careful not to get caught in a cross-fire, as friendly fire can damage you too. Furthermore, you must also be careful not to shoot one of your own men. Thankfully, your crew runs around in bright yellow suits, so identifying your allies shouldn't be a problem. Quite often, gunfire will be whizzing all over the place, right outside a window you might happen to be standing by. It gives you a feeling that things are happening whether you're present or not, making you feel like you're part of a really big mission and not some solo hotshot. Very cool.

Gabe has a large number of moves available to him. He can, of course, run in all directions, a simple process which is greatly aided by Dual-Shock compatibility. Using the analog pad makes things much easier on the thumb in this game. Gabe, being the limber cat that he is, can also duck, duck and roll, shoot his gun, duck and shoot his gun, strafe and climb objects. One of the best features in the game is the auto-lock.



Yes, I'd like a cheesburger, well-done, with a side-order of shotgun shells please. Hold the ketchup.

This reduces the stress caused by the sometimes awkward camera angles, because if there's a baddie in the area, Gabe will automatically lock on to him. You can even pick off guys firing at you from rooftops, which you can't even see. Another reason that this is such a welcome feature is because the graphics can be pretty rough at times, making it difficult to see the bad guy dressed in black at the end of a particularly grainy alley.

While there are a few issues that need to be sorted out before this game is finished, it seems as if developer Ideic is all over it, making Syphon Filter one to watch for this winter.

### My 2 Cents

This game is actually very cool. While it still has some problems usually associated with third-person action games (i.e., awkward camera angles, funky graphics), it definitely has potential. With a little tightening up, Syphon Filter could be a winner. It already has enough strengths and innovations to warrant serious playtime.

-James Meike



When you're tired of all the gunfire whizzing by your head, you can always retire for a spell, down in the subway.



Strategic use of environmental surroundings will save your skin when the bullets start raining.

# NCAA GameBreaker 99

**C**ollege football games are always a tricky proposition. Since the collegiate rules don't allow developers to put the actual names of the athletes in the game, it loses something in the way of personality. Therefore, a college football game has to bring a little something extra to the table, since they can't rely on fan-favorites to inject charisma to the title.

Well, from what we've seen so far, NCAA GameBreaker 99 might just set the standard for college football games for the foreseeable future. Developed by Red Zone Interactive, GameBreaker 99 is a considerable improvement over last year's already formidable version. Possessed by a completely new game-engine, GameBreaker 99 moves along at an extremely high frame-rate, with smooth player animations and fast-paced action. The sound effects in the game do a great job of drawing you into the experience with awesome crowd noises, marching bands and bone-crunching sound effects. The players even trash-talk the opposition after making a particularly vicious hit. In addition to the incredible ambiance is the color commentary by Keith Jackson. The man says some of the most hilarious things you'd ever hear in a football game and does a great job of keeping up with the play-by-play.

Control is excellent as either digital or analog work beautifully, with analog making it easier to squeeze your running back out of hairy situations. If you have a Dual-Shock controller, you'll be able to feel each bone-crunching hit as you receive it. The only problem with the Dual-Shock at this point is that you still have to use the digital-pad to select



your plays. Sony's foot-passing system still works as efficiently as ever and makes finding your intended receiver a breeze.

However, if playing as your hometown university isn't enough for you, then maybe some of the extra features will sweeten the pot. Blue-chip recruiting, create-a-walk-on-player, schedule editing and other customizations are available for your perusal, while the custom playbook will probably be most gamers' favorite option. Create your own devious schemes to fool the opposition and watch your team execute your plays in any of the play modes, like Bowl Season, Scrimmage, Tournament and Fantasy League. There are also two control schemes available, simulation or total control, which will cater to different tastes.

Perhaps the biggest improvement to GameBreaker 99 is the improved AI routines of the CPU. It's now much more difficult to make long gains and low-percentage first-downs. If you want to beat the computer, you'd better mix up your plays or else you'll get sacked every time.

So, with 112 Division IA teams for the picking, plus 50 All-time greats available from the start, GameBreaker 99 seems like it has everything you could ask for in a college football game. With the competition sure to be strong from the likes of Electronic Arts, 3B Studios knew they had to come up with something good. It looks like they might have done just exactly that. ●

The graphics engine in NCAA GameBreaker is impressive. The visuals and atmosphere feel just like a real collegiate pigskin matchup.

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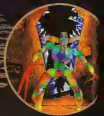
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One-hundred and twelve collegiate teams are included in NCAA GameBreaker 99, as well as an additional 50 All-time greatest teams to play as.





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## Final Fantasy VIII

From the latest demo disc being distributed with Brave Fencer Musashi (a good reason to check out that game) are these new screens. As you can see, things have come along beautifully, with all of the visuals proving to be even more exceptional than other recent Square projects. Showing some of the more urban environments in the game, the demo illustrates how effectively the prerendered backgrounds work alongside the polygon-based combat scenes.



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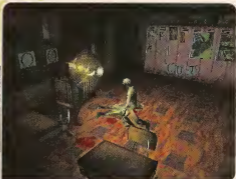
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## PLAYSTATION



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Think of Resident Evil but a lot more twisted and frightening. Silent Hill from Konami messes with your head in the same way the movie *Jacob's Ladder* does. Your goal is to find your daughter who gets lost in an evil, hellish town, loaded with skinless freaks. Check EGM #309 for more info. It's scheduled for a March '99 release.

## March Madness 99

It's not even March yet and we're all going mad. Actually we're only slightly disturbed in October. Anyway, EA's second edition of their breakthrough college basketball game will feature user-controlled dunks, three-point shoot-out, new animations, backboard-shattering slams and a TV-style presentation. This year's edition will have more "ladies" teams—16 in all. Wow.



## Driver

New shots from Reflections' incredible-looking 1970s cop show-esque racer (see EGM #322 for a preview). Being the getaway guy for various criminals has never been so much fun. Think of Gran Turismo graphics and speed in city settings with a lot of jumps, crashes and high-speed chases. Reflections does not yet have a publisher for Driver.

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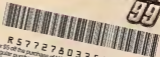
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# PlayStation



# NCAA GAME BREAKER 99



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## Fisherman's Bay

This game is actually a popular coin-op title in Japan. Konami believes we Americans might get a kick out of it as well. It's pretty straightforward, just choose a spot, be it under a bridge, by the docks, etc., select your bait, cast and fish. There's a time limit as well as several other "excitement" factors involved in the contest.



## Test Drive: Off Road 2

Even though Accolade's Off Road 2 is about to be released, we thought you might want to see how it has shaped up. This reworked edition is really much more "race-able" than last year, thanks in part to the modified Test drive 4 game engine. A faster framerate along with a wheel independent physics makes for a better ride all around. The terrain has been toned to facilitate the high speeds as well. You'll still see a lot of bumps and ruts but not as much as the original. The music is brought to you by Gravity Kills, Seven Dust and Fear Factory. Rock on, Off Roaders!

## Kensai: Sacred Fist

Konami's martial-arts fighting sim is almost ready for release. The game will feature more than 20 ass-kickin' characters moving at a speedy 60 frames per second. As for the fighting gameplay, the traditional punch, kick and throw maneuvers will be joined with a special option which will allow special redirection moves. The new moves will let you block an attack and then suddenly counter-attack. It should add quite a quick-momentum-change element to the contest. Hopefully, Kensai will play better than Konami's dreadful Deadly Arts for the N64.

## Revolt Racing

Revolt is an RC-style racing game currently in development from Acclaim. Now check out these stats, baby: twenty-eight cars to use and find within the game; a meaty 16 single-player tracks set in eight different environments; five single-player game modes including Time Trial and Battle Modes; a track editor and a wide selection of power-ups and weapons. Looks like it could be fun.





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## Dungeon Keeper 2

Although the original PC game wasn't brought to the PlayStation because it was thought the machine couldn't deal with the AI requirements, it would seem things are different with the sequel. Bigger, badder and even more evil than the original, this novel twist on the strategy genre sees you as an evil sorcerer defending a dungeon from marauding heroes. Build traps, train monsters and keep your workforce happy.



## All-Star Tennis

Ubi Soft has become the unofficial leader of the PlayStation tennis sim market. All-Star brings out the best in the world to battle it out on several unique courts located around the world. Judging from these screen grabs, Ubi Soft has brought the graphics up a few notches from last year's game. Gone are the "wacky" players. It's all by the book now with real tennis pros and their serious attitudes.



## Michael Owen's World League Soccer 99

OK, we Yanks may not be as versed in soccer as the Brits, but we appreciate a good soccer, ahem, "football" sim as much as anyone. Michael Owens is quite a big shot (he plays for the England team) and consequently endorses World League 99 with glee. We'll have more on this Silicon Dreams title soon.

## Japan (working title)

We don't know much about Japan (working title) yet, but Konami tells us this game will combine elements from Bushido Blade and Tenchu.



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# Saturn

Previews

## Shining Force III Scenario 3

The Final  
Installment  
In The SF  
Trilogy

If you're one of the brave, the few, the proud, or rather, one of the last remaining Saturn fans, chances are you snatched up *Shining Force III* the instant it hit some shelves. If you did, chances are also good that you've secretly holed out hope that Sega will come to its senses, finish what it started, and release Scenarios 2 and 3. For the rest of you who harbor no such delusions, a trip to your local import shop would probably be in order, now that Sega of Japan has released *Shining Force III Scenario 3*, the final part of the trilogy.

As with SF III Scenarios 1 and 2, part 3 takes place concurrently, while focusing on the third main character, Justin. One of the main differences here is that the characters start out around Level 5. Instead of Level 1, giving you access to more powerful spells and attacks from the beginning. Also, in keeping with SF III's innovative save feature, the events and characters in Scenario 3 depend on which characters you found, or saved, in the first two games.

While the game's graphics engine remains basically unchanged, there are a few subtle differences that make Scenario 3 the best-looking *Shining Force* yet. For starters, the game features a larger variety of texture-maps than the first two episodes, giving the towns and environments a more realistic feel. Basically, the buildings don't all look the same as they did in the first game. Other little details, like curtains blowing in the breeze, or smoke-stacks churning away on top of houses, also give added life to the already-improved backgrounds. The game's characters still have that Playmobil-appearance that Camelot's famous for, and the battle-scenes still load lightning-fast. As always, the sound effects pack a punch, and the voices are extremely well-done, although it must be noted that the soundtrack remains unchanged over the course of all three games.

Although the details of the story line will be lost to anyone who can't read Japanese, the game's interface remains identical to the previous chapters, making this an especially easy import to adjust to. In an encouraging twist, a saved-game from *Shining Force III Scenario 1* (U.S. version) will work with the import versions of Scenarios 2 and 3. So, if you have a burning desire to see how the whole story line works

Publisher/Developer	Platform(s)	% Done	Release*
Sega Enterprises, Ltd. Sonic/Camelot	1 Saturn/PC98	100	New Japan
Web Address: <a href="http://www.sega.com">www.sega.com</a>			



In Scenario 3, you take the role of Justin, the third main character who made cameo appearances in parts 1 and 2.

itself out, you can either airdrop Sega of America with leaflets demanding Scenarios 2 and 3, or you can seek out this highly recommended chapter in *Shining Force* history through your favorite import shop. Chances are that will be the only way you'll see it. ●



At long last, you can finally discover what happens to Symbios, Prince Medion and Justin, the three main characters in SFIII.

### Behind the Screens

#### The Lords of Camelot

Although the name Camelot might not sound so familiar, their body of work most certainly is. The development team formerly-known-as-Sonic Software Planning has been responsible for games such as *Shining The Holy Ark*, the *Shining Force III* series, and even *Hot Shots Golf* for the Sony PlayStation. With the success of *Hot Shots Golf*, it's apparent that Camelot is able to handle game development outside the realm of RPGs. That said, it will be interesting to see what projects they come up with next.

# 12

There are at least 12 different characters you can use in Scenario 3, ranging from dragons to unicorns.



Camelot put a lot of work into making the towns and landscapes look better in Scenario III.



Battle-scenes are better-looking than ever before, with more realistic lighting and wilder spell effects.







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# ArCADE

PREVIEWS

## Gauntlet Legends

The Arcade Legend Gets One Hell Of A Makeover



Since the last time we previewed Gauntlet, the game has really been fleshed out. As we said before, the gameplay is pretty much the same as the original games. You are one of four characters in a top-down perspective world, killing hordes of goblins, ghosts and ghouls. Several Legends features are taken from the previous games: four-player play; Warrior, Valkyrie, Wizard character classes (the Elf is gone); items and enemies such as food, chests, traps, monster generators, magic, teleports, gold, Death, "A," and transporters (the Thief and Sorcerer are no more); Magic and Fight buttons; and tons of returning power-ups: invincibility, invulnerability,

Reflective Shots, Super Shots (gone), Reflectiveness and Transportability.

Gauntlet Legends is almost an entirely different game however, when you add all the new innovations including a fully 3D playfield with stairs, moving elevators, surrounding ledges, intricate hidden areas, secret rooms and multiple levels of play. There are four full worlds of play, with a fifth secret "Boss" world at the end.

To defeat the Boss at the end of the fourth world and then gain entrance into the fifth world, you must have collected all 13 runestones from throughout the game.

There is a new Archer class. This female character replaces the original "male" elf. Another new addition to the game is character

Publisher/Developer: Atari  
Players/Genre: 1-4 Action  
% Done: 97  
4th Qtr. 1998

Web Address: [www.atari.com](http://www.atari.com)



The environments in Gauntlet Legends are so incredibly huge, it could take 45 minutes to explore each one!

depth. You are able to save your game via name and password. Throughout time, your character will gain levels of experience, and this will raise ratings for strength, armor, magic and speed. Each character class has four distinct color-coded versions—one for each kingdom. In addition, after reaching a certain experience level, you will be given the opportunity to transform your character into a creature such as a minotaur or a female tiger. You will have the same abilities but have new animations and a new look. Each character also has at least three doses of specials that inflict heavier damage. The specials are activated with the Fight and Turbo buttons.

The new Turbo button is for use in melee fighting



The layouts of each level are far more complex than those of previous games.



There are at least 16 new power-ups you can use in this version of Gauntlet.



Magic can be used the same as it was before, but now you can focus it better.



(special moves) and magic. Magic will be used far more than cleaning the screen of enemies or killing Death. Magic can be used as an area effect (as before), but can also be used with Turbo button to become a "shaped" Magic with a smaller radius but longer duration, so characters can walk with it like a shield.

Of course, there are tougher monsters in this new world. Each kingdom has been overrun by a host of unique minions—13 in all for each kingdom. This includes grunts, tougher characters, ground-dwelling mermaids and assorted other unique denizens. Some monsters take one hit to kill, others take many. One new enemy is the "Suicide Bomber," crazed underlings who have kegs of dynamite strapped to their backs. When you see the other enemies ruffing from this guy, you should too!

One big change from previous games is that you can't hit monster generators from off the screen. That's OK though, because you have at least 46 new power-ups to kill the many hordes of creatures. Among the new powers are 3-Way Shots, 5-Way Shots, Time-Slop, X-Ray Vision, Halo (anti-Death aura), Levitation, four color-coded elemental tridents (Fire, Ice, Poison Gas and Light), Enhanced (gold) invulnerability, Enemy Shrinking, Player Growth and weapons (Fire, Ice and Gas), Rapier shots, The Phoenix and The Hammer of Thor. Some of these you might be able to buy in the shop.

Gold in the original games were only for score. Now, Atari has also taken Gauntlet to the next level with the shop. Between levels, players can use their accumulated gold to buy health or increase their character's attributes.

One of the more obvious differences between previous Gauntlet games and Legends is the addition of Bosses. There is one main Boss in Gauntlet, the

Demon, who seeks to spoil the land for his own foul means. He has under him four regional overlords, each a master of a kingdom. This includes the Dragon, boss of the Mountain Kingdom, the Chimera (pronounced Ki-mi-ra), boss of the Castle; the Genie, Boss of the Desert Kingdom; and the Spider Queen, overlord of the Forest Kingdom. Each of them is an extremely difficult opponent to destroy. Only by destroying all four will the player gain access to the keys needed to unlock the citadel of the Demon to face the ultimate Boss.

The graphics for Gauntlet are handled by (of course) a 3D chipset named "Vegas" (no, not the cheesy '70s show with Robert Urich). The game looks incredible, and there is a ton of action happening at once on the screen. Legends also utilizes a hard drive like so many other games today. There is no slowdown, and the textures all look spectacular. This game will have a hard time selling to the mind-numbing fighting game robots who make up most of today's arcade audience, but it is one of the most innovative arcade games to date. It reminds this old writer of games like the original Gauntlet, Cadash and Magician Lord—excellent games whose type we may see more of since SF clones are slowly, slowly on their way out. All praise Atari! ●



The Bosses are extremely tough. You will need plenty of experience to attack them.

## Games to date

### Gauntlet

When released in 1985, Gauntlet revolutionized the arcade-going experience. Designed by Ed Logg and Bob Flanagan, and produced by Atari Games, Gauntlet had 110 unique dungeons.



### Gauntlet 2

Gauntlet 2 was released in 1985. Designed by the same team, the sequel included a new "14" feature (tag a friend and all monsters attack him) as well as new monsters and unlimited replay.



### Gauntlet 4

In 1993, Tengen gave us a new version of the classic. Called 4 because four players could play for the first time on a home system (Genesis), it included new Quest and Battle Modes, as well as a Time Trial Mode.





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## Site 4

Area 51 Was  
Only The  
Beginning...

**A**rea 51 introduced players worldwide to the exploits of STAAAR, the top-secret alien-busting special forces team, whose mission was to thwart the invasion plans of the fearsome alien parasite from the planet Kronn.

Now the STAAAR team has learned that the Kronn alien species was not wiped out during the first battle at Area 51 as previously thought. Secretly, a rogue branch of the military has established a stronghold in the decrepit S-4 labs, deep beneath the sprawling sands of the mysterious base. Renegade scientists are performing cutting-edge genetic recombination experiments in hopes of creating a stronger, deadlier and more controllable alien. But if we have learned anything from previous experiments with Kronn DNA, it's that things can quickly get out of control, and they do.

Once again, the STAAAR team is the world's only hope. This time, players will undergo intense physical and mental training before going to war against the resurgent Kronn. In each of 18 different training waves, players will hone their reflexes and sharpen their targeting skills in preparation for the coming invasion of the Site 4 labs. Once they are ready, players jump into battle with experience on their side. However, this time the Kronn are more than just cannon fodder. They have gotten smarter, stronger, and deadlier. And this time, they have a leader.

Site 4 is a light-gun game, employing the same technology as Atari's other recent gun games Area 51 and Maximum Force. The game consists of the training waves, divided into three "sites" (Sites 1, 2 and 3), and a roughly six-minute long, full-blown movie-style game play sequence similar to Area 51 (Site 4). To play Site 4, the final all-out battle against the Kronn, players must complete one of the first three training sites, and complete ("pass") the six events within the training site. Each event has a quota, a certain number of targets that must be hit in



The bosses in Site 4 are more complex than in its predecessor. There are also more areas to explore, which means more bosses to frag.

order for the event to be successfully passed. These events typically involve accurate and fast shooting of aliens, spaceships or other targets. In some events, players can pick up shotguns and machine guns that can help them perform better. Shotguns, for instance, have a wider blast radius and make it a lot easier to hit tough objects. The placement of the power-ups can sometimes be a distraction, though—a good player will master the timing of objects to pick up the power-ups when they will cause the least distraction.

Some of the same aliens return from Area 51—including the Stage 3 zombies and Stage 3 Kronn aliens. Now, each one takes multiple shots to bring down—they have gotten tougher! The zombies and aliens can now be hit in one of several places—either in the arms, heads or torsos. The latter will knock them down, and if it isn't the fatal blow, the aliens will jump to their feet again and continue their onslaught.

The aliens now have a Boss—the big bad Kronn Queen. She is a sight to behold—standing nearly 20 feet tall, she has a demonic look and appendages that hurl fireballs. In several lock-down stages in Site 4, the Queen shoots fireballs, chunks of concrete and

### My 2 Cents

Site 4 looks really nice! If you were a fan of the original (and many of you were as it was #1 on most charts for almost a year), there is little doubt you'll love this one. Besides the simple point-and-shoot-the-zombified-aliens game, there is a new Practice Mode as well! Site 4's hardware is far superior to that of Area 51, and you can really tell when you see the animation of the new enemies and Bosses. This game will rock!

—Mark Hain



There are the same hordes of aliens trying to kill you, as you can see in this breeding chamber.



Site 4 has a little more of a story line than Area 51—each mission briefs you.



There are just as many (if not more) background items to shoot at in Site 4.

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**ALIEN**

RESURRECTION

THE GAME





even her own minions at the player. For the most damage, players can aim for her sweet spot.

Like Area 51 and Maximum Force, Site 4 will be rich with shootable objects—objects in the environment that are worth points as you blow them up—things like crates, lights, windows, etc. Also, there will, of course, be plenty of secret rooms.

One thing that seems to be missing in Site 4 is the meter that tells you which of the two players is shooting the more targets. This was an excellent incentive to shoot as many enemies as you could, and brought in a level of competition previously not seen in a light-gun game. It is also unknown if the cool streak feature will be included in this game. Streak simply meant that you continuously shoot enemies without missing. This would exponentially raise your score and, once again, added an air of competition to a two-player gun game. It is likely

both of these will be added by the time the game is shipped.

As for the hardware, the new Cymx Media GXI chip (running at 20MHz), 16 MB RAM and 2.1 Gig Quantum IDE hard drive produce a richer and more vibrant look than either Area 51 or Maximum Force. The level of detail is amazing, and the new hardware allows us to have interactive aliens,

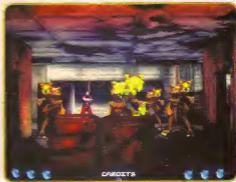
which take multiple shots and can have selective hit reactions depending upon where on their bodies you hit them.

Area 51 was a very popular game. It might be that we in America seem to be in a bit of an "alien frenzy" right now, or it might be the fact that it was a simple gun game utilizing a hard drive, offering awesome rolling backgrounds and effects. The reason for its longevity is the plentiful secrets, and Site 4 appears to be no different. Add to that the fact that this game has even more ground to cover, more strange and different aliens and more intricate Bosses to destroy, and you have a game that will probably be #1 as long as Area 51 was. ●

## Behind the Screens

### Area 51 the movie in development

Scripts have been submitted and subsequently rejected because, well, they sucked. The movie does have a producer, the same who produced Forrest Gump—Steve Tisch. No cast members have been chosen yet. The story will most likely follow S.T.A.A.R., the Krann aliens and creation of the strange hybrids. It is unknown if any story elements from Site 4 will be used, but it seems unlikely. In fact, knowing Hollywood, they liked the name Area 51, aliens are hot, and we'll see Leonardo DiCaprio and Ben Affleck blasting herds of Cindy Crawford clones. Who knows?







A photograph of basketball player Keith Van Horn in a dark blue New Jersey Nets jersey with the number 44. He is dribbling a basketball and has a surprised or intense expression on his face. The background is a basketball court with a dashed circle on the floor.

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Players/Genre: 1 Action  
% Done: 40  
Release: N/A

Web Address: [www.sega.com](http://www.sega.com)

## Star Wars Trilogy

The Best-Looking Star Wars Game Yet

One of the biggest surprises of this year's AMOGA had to be this little diddy from Sega. Of course, the graphics are on par if not surpassing anything Sega currently has on the market. The sound quality is excellent as well, with its blooping whenever you're hit. Unfortunately the game itself seems to be little more than *Sewer Shark* or *Rebel Assault*. You move a cursor with your joystick, and hit various Imperials whether they be in TIE Fighters, on speeder bikes or on foot.

Only two levels were available to play at the show: Endor and Yavin (Hoth was on the Select Screen but not playable). Trilogy mimics both the old vector effects game and the fairly recent *Star Wars Arcade* games in that you fight through far too many TIE Fighters, search out Darth Vader's TIE Fighter, and then make a final assault on the Death Star. Just as in the vector classic, you must also take out the tops of cannon towers as you approach them or you will be fired upon. As you enter the trench, you are shot at by fighters and cannons until you reach the exhaust port to fire your torpedoes.

On Endor, you start on a speeder bike. Enemies are on bikes themselves, and have hit point meters above their heads. After this, you walk on foot and try to save Ewoks from the evil stormtroopers. Your final objective in this level is the shield generator.

After you defeat the first three levels, there is a final battle, not yet seen by anyone. According to Sega, this will be a lightsaber battle against Darth Vader. You'll use your joystick just as you would the handle of a saber. This sounds like the most strategic part of the whole game.

*Star Wars Trilogy* looks like it will be typical Sega fare. The graphics are unparalleled, utilizing everything the newest Model 3 board has to offer. In the Yavin level, the planet is below and many Star Destroyers are blasting alongside their fighters. On Endor, AT ST

Walkers can be seen plowing down forests as you race by on your speeder bike. Animations for all of these are spectacular and once again Sega proves they can't be touched in the graphics department. The problem is, this game also shows the attention paid to the graphic detail versus gameplay. We'll have to wait to see if more depth is added, as this was a work-in-progress when played.



### The Control

Simple enough, you have a joystick with a button on top and an "Action" button (not used yet except to start the game). It's a little awkward to aim with, but you get used to it.



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## Blood Bullet: House of the Dead Side Story

To help prepare you for Dreamcast's *Blo Hazard*, Sega's bringing out *Blood Bullet* (whose name will probably be changed to *Zombic*). This is a third-person perspective action game where you control one of three people trapped in a world of zombies. The gameplay is a lot like *Spike Out*'s, but this game will be on the Naomi, so expect some incredible graphics.



## House of the Dead 2

If you played the first one, you get the gist of *HotD 2*. Zombies are rampant and it's up to you to stop them. This game is on the Naomi system and looks incredible. More info on this one later.



## Ocean Hunter

Winning the award for the least environmentally friendly game in history: *OCEAN HUNTER*! You invade the water realm, the sea life attacks, and you kill them. Since you're underwater, your bullets can be diverted by water currents. The colors are a bit pastel, but the animation is incredible.



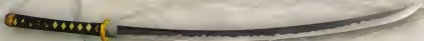


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# HOW TO

## How-To— Round Three...

This feature is third in our series of how-to articles designed to help you get the most out of the gaming hobby. Watch for new installments every month. Next time, we'll dive into a mountain of code devices and show you how to cheat like a pro.

☆◎+!!!

インテリツクス 大目 ZERO  
ダラアイツクス 大目 セア

大目!!  
リア・ルス  
リア・ルス



# Japanese Videogames

**G**ame importing—a topic that, to many, seems as exotic and foreign as the games themselves. Who imports games from Japan and why do they do it? What kind of games do they import and where do they get 'em from? Well, for starters, importing is the only place you'll ever get your paws on obscure but highly desired RPGs like *Arc the Lad* or *Sakura Wars*. And some gamers just don't have the patience to sit through the extensive delays we Americans often suffer waiting for popular titles to be converted—*Tekken 2* and *Final Fantasy VII* being two excellent examples.

Despite efforts by game companies to speed up the localization process, gamers still import massive quantities of Japanese titles for reasons other than the long wait for a U.S. version. Gaming otaku (hard-core fans and collectors), for instance, can't stomach the often amateurish cover art that replaces the once-cool packaging of the original Japanese games (see *Street Fighter Alpha*), while others prize the deluxe extras stuffed with the original versions (*Dracula X's* art book and bonus music CD being prime examples). Oh, and then you have those guys who just can't get enough games starring cute schoolgirls. But ultimately, some gamers are stuck in a tough-luck situation and have no choice but to turn to the grey market. Take Saturn users for example. Unlike the United States, the Saturn still thrives in Japan and new titles hit the shelves on a weekly basis. Although dwindling in number because of the Dreamcast's looming release, games like *Marvel Super Heroes vs. Street Fighter* and *Shining Force III Scenarios 2 and 3* are highly anticipated here, but you'll need to import them to play 'em.

Whatever fuels your impulse to import, our nine-page how-to guide will show you where to get the games, how to get 'em working on your system(s)—even how to understand some of the Japanese text. So read on. We'll have you swimmin' in schoolgirls in no time.

## First, a word from our sponsors...

To make a long story short, Nintendo, Sega and Sony really, really hate the import scene. It cuts into profits of games eventually scheduled for release here (prime examples include *Street Fighter Alpha 2*, *Soul Edge*, *Metal Gear Solid*, etc.) and creates anguish among the decision makers when games of a controversial nature make their way over without a publisher's say so. Licensing also raises the occasional problem, such as when a company like Sega has a working relationship with Pepsi in Japan, but a contract with Coca-Cola in America (remember *Fighting Vipers* and *Pepsiman*?). And on the simplest level, the big three try to control software importing and system modifications because of concerns over pirating and booting games. That's a legitimate concern if there ever was one, but if these companies knew what was good for them, they would watch the import-gaming scene a little closer to gauge interest in each title.

None of these company-line gripes, however, has put much of a dent in the import-gaming hobby. With the Internet being the gamer's greatest tool, fans all over the world have set up independent sites devoted to import games, news, Easter eggs and GameShark codes and FAQ sites with walk-throughs of even the most Kanji-intensive RPGs. So, despite efforts by companies like Sony to squash the importing of software from Japan, the scene still thrives.

So far, gamers have managed to adapt to every new lock-out trick that console manufacturers have sprung on them.



## The Easy Way?

Sure, you could buy Japanese systems to play import games, but mods and converter carts are cheaper.



## Mad Mods

Modding your PlayStation (above) or Saturn (inset) is messy and voids your warranty.

## Under the knife...

So how do you play Japanese games in the comfort and safety of your own home? The easiest way (if there's any "easy" way) would be to buy the original Japanese systems. However, if you want to play U.S. games too (and who doesn't?), you'll have to get U.S. systems as well, making this the most expensive option. That being said, the next best thing is to find out how to convert or modify your console so that it will bypass the regional lock-out codes or security measures implemented to restrict unauthorized software.

For fans of the most successful next-generation console, the PlayStation, playing import games has never been easy. To this day, no one has been able to come up with a converter for the system. Although it was rumored that Date! had, at one point, solved that little problem, scuttlebutt says the big S put an end to that quick.

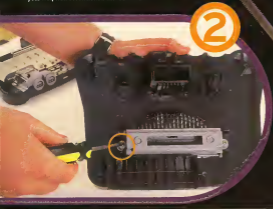
However, gamers who had their PlayStations from the very outset were in luck, sort of. The first batch of systems could be fooled into thinking they had a domestic piece of software in them, no matter what you stuck under the lid. This technique—called the "swap trick"—involved starting up the PlayStation with a U.S. title and swapping it with a Japanese game via the CD-player Mode, while using a pushpin to make the system work with its CD door propped open. We recommend you don't even bother trying this sloppy trick. Not only is it a pain in the ass—it's also widely believed to damage your system. And

# Do-it-yourself N64 Surgery

Nintendo's reliance on a physical lock-out device rather than chip-based protection makes modding the system yourself a snap. All you need is a screwdriver and a special tool (pictured in the center) for opening the console's casing. (Most of the mail-order stores we list later in the feature carry this inexpensive wrench.)

Once you've unscrewed and opened the casing (and note that you'll need to unplug the jumper pak to do so), take a look at the gray guard hanging beneath the cartridge port (1). It is this chunk of plastic that physically keeps Japanese carts from fitting into your N64. So, the obvious solution here is to remove the guard with a screwdriver (2).

Now, with the guard removed you'll notice there's nothing left to hold the cartridge port's dust covers in place. You have two options here. One is to simply seal the system back up and cast aside the guard and dust-cover assembly (3). Your N64 will now play both U.S. and Japanese games, and you can leave a cartridge in the console at all times to protect its port from dust. Or you can use a drill to chip away the guard's plastic tabs that physically block the insertion of Japanese carts, then re-attach the guard and dust covers beneath the cartridge port and close up your system. It's a little more work, but at least your N64 won't look naked without its dust covers.



even when you get the games to work, their music and FMV is notoriously skippy. Besides, Sony got wise and made it impossible to use the swap trick in later revisions of the hardware (the 5500 series and above).

The only thing left to do now is get a system modification. Option one is to haul or mail your system to an import shop, where they'll install an unobtrusive chip that causes the PlayStation to bypass the regional lock-out code. The second option, of course, is to do the work yourself—if you have a mod-chip, a schematic and some soldering skills. Anyone with a mod-chip installed in their system should know that it voids the PlayStation's warranty. Plus, Sony refuses to repair any systems that have been modified. To many it's worth the risk, since there's always other places to get



## Saturn Super Carts

Four-in-ones act as a RAM cart, cheat cart and converter cart—all for less than \$40. Better still, they really work!

systems repaired when they break down.

Since there are now so many shops where you can get mod-chips installed, we won't even begin to list them. But you can find a huge number of online companies that handle this relatively simple modification. Just do a little digging with your favorite search engine and you'll find one, or ask around at your local game store. Also note that according to recent rumors, newer configurations of the PlayStation, namely the Dual Shock package, wouldn't be "modifiable." Luckily, this isn't the case, and with the average system-mod costing around \$25-40 and the recent system price drop, now's as good a time as any to get into the import scene.

For Saturn fans, the road to import-gaming glory has always been an easier path, and rightly so, considering the hardships they've faced. Unless you were thinking of playing King of Fighters '95, all you used to need was a

converter that fit into the cartridge slot on top of the Saturn.

These converters were made by more than a few companies, so finding one was never a hassle. The real challenge came when SNK, and later Capcom, released games that required new 4-Meg and 4-Meg RAM carts, respectively. While it was possible to "swap" converter cartridges with RAM carts once the converters did their job, doing so tried quite a few Saturns. Can you imagine constantly ripping out your converter and slamming in a RAM cart every time you wanted to play X-Men vs. Street Fighter?

Newer models of the GameShark for Saturn also act as a converter (by pressing X, Y and Z at the Start-up Screen), but, as we explained, these are not recommended for playing RAM cart games, since they occupy the cartridge slot. Instead, look for another type of product that has made a name for itself—the four-in-one cartridge. Available from different manufacturers, these handy gizmos act as a converter, memory card, cheat cart and RAM cart all in one. The first four-in-one carts were problematic in that they only played certain RAM-cart games but not others. Vampire Savior, for example, could only be played with a four-in-one if you modified the cartridge. Manufacturers are updating these carts all the time, however, and you should have few problems with a recent version.

Of course, if you don't want to deal with cartridge converters at all, you can always modify your Saturn, which, like the PlayStation, can be modified by import shops or by yourself if you're technologically savvy. Unlike the PlayStation, the Saturn requires a little rewiring and the installation of a mod-switch. This little switch—which is most commonly installed on the back of the Saturn or on the side—flips up if you're playing domestic games and flips down if you want to play import games. The mod-switch route is the best way to go for people who want to play games that require RAM carts (i.e., Marvel Super Heroes vs. Street Fighter, Vampire Savior, Metal Slug, King of Fighters '97, etc.), since it frees up the cartridge slot on top of the Saturn.

Nintendo never really ventured to the highest technological peaks to prevent the playing of imported games on its hardware. The big N's lockouts were purely physical and not electronic, which is why converters for the Super NES, and now the N64, are easily obtained.

The key to Nintendo's lock-out system is found on the cartridges themselves. Little tabs on the bottom of the

## Lucky Japanese

We get a manual, Japanese gamers get music CDs, art books and more in special editions of hot games.

carts are arranged to fit into either U.S. or Japanese systems. The converters you can buy merely act as a middle-man; they're simple, \$15 plastic docking bays that fit into the Nintendo's cartridge slot and accept both U.S. and Japanese games into the top. (Note that the N64 GameShark will not work as a pass-through converter for all games, such as Yoshi's Story.) For those of you who prefer less clunky-looking methods of getting your N64 to sit up, roll over and play import games, check out our simple step-by-step method of making your favorite 64-Bit console import-friendly.



# The Hong Kong Connection

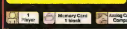
PlayStation owners keen on importing games can sometimes get a little help when trying to overcome the language barrier. Japanese PlayStation titles are shipped in two versions—the standard Japanese package and a special "Asian version." Unlike the Japanese jewel case, the Asian version comes with an extra instruction manual printed in English (included mainly for English-speaking people in Hong Kong). This manual makes it much easier to hop into the game without having to translate button commands or basic gameplay goals.

Unfortunately, getting your paws on an Asian version is often a matter of luck. First of all, many sales associates at import-game stores probably won't know the difference between the Japanese and Asian versions, so you're likely to get the luck of the draw when they ship your game. (Note that the stores we listed in this feature will know the difference—except

for EB, which doesn't sell import PlayStation games.) Secondly, Asian versions might not always be available to U.S. game-import shops. All you can really do is specify that you want the Asian version when you place your order, then hope for the best.

If you visit an import-game store and can examine the merchandise, check the back of the jewel cases. Asian versions will have English text alongside the number-of-player and memory-card icons located at the bottom-left corner of the casing. Japanese versions will only have Japanese text, with the additional "For Japan Only" notice crammed beside the icons. Finally, remember that only PlayStation games come in Asian versions; Saturn and Nintendo games will ship with Japanese manuals only. (Sorry—no word yet on whether we'll see Asian versions of Dreamcast games.)

Do not use unauthorized software or peripherals. They may not play properly on, or cause damage to your PlayStation® console.



Asian versions are identical to the Japanese editions in every way—except for the English text on the jewel case's backside.

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**注意 (ちゅうい)**  
本ソフトはPlayStation 2専用ソフトです。PlayStation 2のハードウェア、ソフトウェア、およびインターネット接続環境が必要です。PlayStation 2の電源をオフにしてから電源を再接続してください。

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The Japanese text and "For Japan Only" warning are a dead giveaway you're looking at the Japanese version.

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FOR BAD BLOOD...



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- Engage your creator, Kain, in an epic struggle for dominance
- Dark gothic story
- No load times





# The ABCs of Japanese

Importing games is one thing; understanding them is something else entirely. You have two options if you want to make heads or tails of all that squiggly text in your Japanese games. You can spend about three years in classes learning how to read and speak this amazingly complex language, then spend another two years in Japan to hone your Nihongo skills.

Or, option two: Just grab a Katakana chart and wing it.

Katakana, one of the three Japanese alphabets, is used in games mainly for menu commands, character and place names—basically, all non-Japanese terms. Katakana's main convenience for importers is that it's often used to phonetically spell out English words for Japanese gamers (most of whom learned English in school). Take a basic Menu Option like "start," for example. In Katakana, the word is written スタート, using the phonetic symbols for SU, IA and TO, with the dash between IA and TO indicating a draw-out sound for the vowel that precedes the dash (the letter A, or the "ahhh" sound, in this case). Now, when you put those sounds together in your head, you get "SUTAATO," which sounds like "start" if you say it fast enough.

We're sure all this talk of long vowels and multiple alphabets sounds awfully confusing to anyone who doesn't know the Japanese lingo. Don't worry about it. Just study the Katakana chart we've provided, which includes every Katakana symbol and its corresponding phonetic equivalent. Then see how these symbols are arranged for the Katakana words in our list of common Japanese terms. Practice decoding Katakana long enough, and you'll get the hang of it.

Now, if Katakana was all there was to the Japanese written language, then every U.S. gamer would have no problem understanding Japanese games. It just isn't that easy. Remember that Katakana is only used to spell out English and other non-Japanese words. You still have two other alphabets to worry about, both of which are used to spell

Japanese words. Hiragana is the simpler of the two (in fact, it was originally designed for Japanese schoolchildren). The other is Kanji, an incredibly ornate collection of more than 3,500 symbols that you'll never be able to learn completely in your lifetime.

But here's the tricky part—all three alphabets are often used interchangeably in Japanese text, so you'll likely see Katakana, Hiragana and Kanji words in the same paragraph. Which alphabet is used typically depends on a game's target audience. Japanese titles geared toward older gamers, such as Final Fantasy tactics, pack plenty of Kanji text, while kids' games will be heavy with Hiragana. (Note that Game Boy games rarely use Kanji, since the handheld's tiny screen lacks the resolution to show such complex characters.)

But even if you're playing the most Kanji-intensive Japanese RPG in the universe, a little Katakana know-how still goes a long way. Remember, Menu Options will almost always be in Katakana, but—more importantly—so will the names of characters and kingdoms in RPGs. Say you're stuck in an RPG and wading through a sea of Kanji dialogue, but then a word in Katakana appears in the middle of a sentence. If, after you sound out the symbols using our Katakana chart, the word turns out to be the name of a character or place in the game, chances are you should visit that city or person to get to the next point in your quest.

Of course, many Japanese games feature a few extra-ticky puzzles that only gamers fluent in Japanese can solve. When you come up against such "gaijin protection," you're probably best off checking online for a walk-through or FAQ ([www.gamemags.com](http://www.gamemags.com) should have everything you need). Or maybe you should just wait until the game hits the States. After all, what's the point of playing an imitate, beautifully crafted Japanese RPG like Xenogears or Final Fantasy VIII if you don't even understand the story?

## Must-know Nihongo

Even if you don't want to screw around with our Katakana chart (after all, games are supposed to be fun, not homework), you should still take a gander at a few basic words that are guaranteed to pop up

start	.....sutaato	スタート
option	.....opushon	オプション
menu	.....menyu	メニュー
controller	.....kontoroora	コントローラ
button	.....botan	ボタン
mode	.....moodo	モード
game	.....geemu	ゲーム
load	.....roodo	ロード
save	.....seebu	セーブ
file	.....fairu	ファイル
memory card	.....memorikaado	メモリーカード
status	.....suteetasu	ステータス
item	.....aitemu	アイテム
cancel	.....kyanseru	キャンセル
select	.....serekuto	セレクト
sound	.....saundo	サウンド
stereo	.....sutereo	ステレオ
monaural	.....monoraru	モノラル

frequently in your imported games. So keep the below list of Katakana menu terms (left) and common Kanji words (right) handy. You'll be surprised at how often you'll see 'em used in import titles.

up	.....ue	上
down	.....shita	下
right	.....migi	右
left	.....hidari	左
north	.....kita	北
south	.....minami	南
east	.....higashi	東
west	.....nishi	西
magic	.....mahou	魔法
fire	.....hi	火
water	.....mizu	水
wind	.....kaze	風
lightning	.....kaminari	雷
ice	.....koori	氷
earth	.....tsuchi	土
town	.....machi	町
village	.....mura	村
monster	.....kaibutsu	怪物

# Katakana at a Glance

Clip it. Study it. Use it for reference.

a	ka	sa	ta	na	ha	ma	ya	ra	wa	n/m
ア	カ	サ	タ	ナ	ハ	マ	ヤ	ラ	ワ	ン
i	ki	shi	chi	ni	hi	mi	ri	ri		
イ	キ	シ	チ	ニ	ヒ	ミ	リ	リ		
u	ku	su	tsu	nu	fu	mu	yu	ru		
ウ	ク	ス	ツ	ヌ	フ	ム	ユ	ル		
e	ke	se	te	ne	he	me		re		
エ	ケ	セ	テ	ネ	ヘ	メ		レ		
o	ko	so	to	no	ho	mo	yo	ro		
オ	コ	ソ	ト	ノ	ホ	モ	ヨ	ロ		

ga	za	da	ba	pa
ガ	ザ	ダ	バ	パ
gi	ji		bi	pi
ギ	ジ		ビ	ピ
gu	zu		bu	pu
グ	ズ		ブ	プ
ge	ze	de	be	pe
ゲ	ゼ	デ	ベ	ペ
go	zo	do	bo	po
ゴ	ゾ	ド	ボ	ポ



Kyoko © Capcom 1996

kya	sha	cha	nya	hya	mya	rya
キヤ	シャ	チャ	ニヤ	ヒヤ	ミヤ	リヤ
kyu	shu	chu	nyu	hyu	myu	ryu
キユ	シュ	チュ	ニユ	ヒユ	ミユ	リュ
kyo	sho	cho	nyo	hyo	myo	ryo
キョ	ショ	チョ	ニョ	ヒョ	ミョ	リョ

gya	ja	bya	pya
ギヤ	ジャ	ピヤ	ピヤ
gyu	ju	byu	pyu
ギユ	ジュ	ピユ	ピユ
gyo	jo	byo	pyo
ギョ	ジョ	ピョ	ピョ

## How to Tell 'em Apart:

You should have little problem recognizing Katakana in Japanese text. Hiragana is less angular, while Kanji is much more ornate.

Katakana	ネ	ヌ
Hiragana	ね	ぬ
Kanji	戦	衰



# Wheelers and Dealers...

OK, so you've either got your system ready to play import games or you're about to make that move. Now you just need the games (or maybe a converter cart to play the games). But you're probably brimming with questions, too. Where do you go to find the games? What do you look for in an import shop? Who has the best selection, price and service? Does

anyone take preorders so you're not the last person on your block with a copy of Marvel vs. Capcom? So we've provided, for your convenience, a small list of companies that have, in one way or another, earned enough respect from the gaming community to provide a comforting head-start into the world of import gaming. Here goes...

## Tronix

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Offering both Japanese and U.S. games for all systems, Tronix may just be your one-stop shopping haven. Prices are extremely competitive, selection is excellent and customer service is superb. Import games arrive often on the same day of their Japanese release (and in the case of Saturn games—sometimes a couple of days before they hit Japan). Their Web site is nicely designed and easy to navigate, and it's updated on a daily basis. Whenever we at EGM are not buying our import games direct from Japan, we're usually buying them from Tronix.

### National Console Support

<http://www.ncs.com/>  
121 Baxter St, Suite #1  
New York, NY 10013  
Tel: (212) 523-5774  
Fax: (212) 523-7069

One of the premier importers on the Net, NCS is known for their timely arrivals and comprehensive selection. Besides carrying

Japanese games, they also carry Japanese magazines and models, plus they support their site on a (mostly) daily basis. One nice thing about NCS is that they tend to keep a lot of older import titles in stock longer than Tronix, so if you're just dying to get your hands on "vintage" imports like *Hermie Hopperhead* or *Darling II*, you might have better luck checking with NCS. With some of the best prices on the Net, NCS should be one of the first places you check.

### The Rage

<http://www.therage.com/>  
P.O. Box 2310  
Ronkonkoma, NY 11779  
Tel: (516) 467-4679  
Fax: (212) 208-4668

The Rage is another good alternative for import and domestic titles on the Web, although they don't offer anything major that you won't find elsewhere on any of the aforementioned sites. Their prices are a tad bit more

expensive, too. They do have a nice selection, however, and a good reputation among game buyers on the Net. Be sure to stop here when comparison shopping.

### Buy-Rite Video Games

<http://www.buyrites.com/>  
3134 Calvary Drive, Suite #107  
Raleigh, NC 27604  
Tel: (919) 850-9473  
Fax: (919) 872-7561

Although their selection isn't as extensive as NCS's is, their prices are generally the best on the Net. Finding prices lower than these is next to impossible.

However, their back-catalogue of older games is not as well-stocked as you might like. In addition to offering weekly specials, they also stock misc. Japanese goods (like magazines, toys and guide books). Definitely worth looking into, though not as well-rounded as Tronix or NCS.



Game Title	Platform	Price	Availability
... (many titles) ...	...	...	...

## Electronics Boutique

<http://www.ebworld.com/>

Although this nationwide chain is mainly known for being one of the best spots (if not the best) to purchase U.S. games, many locations carry import Saturn titles as well. They usually pick up some of the best Japanese releases (i.e. most Capcom games, big-name games like *Deep Fear* and *Radiant Silvergun*, etc.), so new title-starved Saturn fans can get their fix.

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[www.acclaim.net](http://www.acclaim.net)

**NINTENDO 64**



# Import Games to Get...

Now that you know how to import Japanese games, what are you waiting for? Go get 'em! To start you off, we've selected several must-play imports that may never make it to the States. But keep in mind the list of cool stuff certainly doesn't end here. Depending on your interests,

you'll want to check out *Phantasy Star Collection*, Chocobo's *Mysterious Dungeon*, ASCII's "maker" series, the Saturn version of *Dragonix*, *Nocluume* in the *Moonlight*, the excellent Saturn shooter *Soukyugurentai*, etc., etc., etc. An entire nation of games awaits.

## Saturn

TITLE ..... Radiant Silvergun  
PUBLISHER ..... ESP/Treasure

Originally programmed on Sega's Saturn-friendly ST-V board, the home conversion of Treasure's horizontal-shooter masterpiece is arcade-perfect. Add in the Story Mode (complete with additional animation designed by the Guardian Heroes team), an innovative control scheme, an excellent soundtrack, rendered on-the-fly cutscenes and numerous secrets, and you've got the shooter equivalent of *Ikkyu 3*. With its extremely limited amount of Japanese text (and who really cares about that in a shooter anyway?), *Radiant Silvergun* is a must-import title that belongs in every gamer's library.



TITLE ..... Capcom's 4-Meg Fighting Games  
PUBLISHER ..... Capcom

If you're looking for perfect ports of Capcom's latest and greatest 2D arcade fighters, then you know the PlayStation definitely is not the place to find them. The closest you'll get to perfection is by importing the Saturn versions from Japan. Beginning last year with *X-Men vs. Street Fighter* and continuing with *Vampire Savior*, *Pocket Fighter* and the soon-to-be-released *Marvel Super Heroes vs. Street Fighter* (but no *SF Zero 3*, damn!), Capcom has been releasing their games with a 4-Meg RAM cartridge that significantly increases game performance (larger characters, better sound, more animation) while at the same time decreasing load times to nearly all (except for the initial load sequence). You only need to purchase the RAM cartridge once (each game is packed either alone or bundled with the cart), and the end result is a must for Capcom fans. As a side note, *Marvel Super Heroes* was released in Japan with a 1-Meg RAM cart (the U.S. version is compatible with it, even though the cartridge was not released here), which also increases game performance, though to a much lesser degree than the 4-Meg cart.



TITLE ..... Grandia  
PUBLISHER ..... ESP/Game Arts

When Sega of America passed on porting over *Grandia* to the United States, it was like the equivalent of Sony having said, "Nah, that *Final Fantasy VII* crap doesn't look too hot. Next!" Saturn owners around the country cried a collective bleat of anguish as yet another highly desired piece of software was denied release in America. Since a PlayStation release is doubtful (it's too texture-heavy), and a Dreamcast version would still be over a year away, Saturn RPG fans have no other choice but to import this fantastic RPG. Sure, not being able to read the story is a big sacrifice, but in the case of a game as amazing as *Grandia*, it's not all that unbearable.



A glorious RPG that's as grand as any you've seen before, *Grandia* is the *Rolls-Royce* of Saturn RPGs and one of Game Arts' finest moments. When it comes down to either A) not playing an incredible game at all, ever, or B) at least trying to get through it in Japanese, with limited knowledge of the story, choice B is almost always the better alternative.

TITLE ..... Shining Force III Scenarios 2 and 3  
PUBLISHER ..... Sega

Let's face it—if you've played through the U.S. version of *Shining Force III* (Scenario 1), you're probably pretty darn upset about the ending. Yes, it was a fantastic ending (and a darn long one, too), but it was a cliffhanger! Why? Because it's only part one of a trilogy that's never going to be completed in the U.S. (Not on the Saturn, anyway...)

Even though the story is the most important part of an RPG like this, fans may still want to consider importing Scenarios 2 and 3 from Japan (both of which are available now). Surprisingly, your completed save data from Scenario 1 will work with the Japanese versions of Scenario 2 and 3. So while you may not be able to fully understand what's going on, you'll at least be able to continue your journey. Oddly enough, when you do this, any names of characters that appeared in Scenario 1 will show up on-screen in English in Scenarios 2 and 3. It may be a daunting task, but it's one fans of the series will surely enjoy, and thanks to *Shining Force*'s mostly laconic menus, the language barrier won't be all that much of a distraction in actual gameplay.

For more info on Scenario 3 in the *SFIII* saga, check out our international preview of it on page 164.

## And Finally, the Dreamcast

You're perfectly within your right to stalk and kill us if we didn't mention importing the Dreamcast. Trouble is, as of press time, none of the import stores have firmed up any details. Here's what we know: The system will hit stores in Japan on Nov. 27 for 29,800 yen (roughly \$250). The import stores will receive their shipments on that day or slightly before, and they won't announce their Dreamcast prices until a few days before launch. Expect to pay significantly more than \$250 to import the system (prices as high as \$400 are not unlikely). Also note that Sega's only planning to produce around 400,000 units for launch. So, while DC games won't be hard to come by, the system itself certainly will, if you haven't preordered a

Dreamcast by now (the import stores have maintained waiting lists for some time), don't expect to get one until long after the holidays. In fact, the import stores probably won't finish filling preorders until late January. But don't give up. Shop around and preorder anyway. Or wait a bit until the supply replenishes. A little hunting will get you a DC sooner rather than later.



# PlayStation

**TITLE** ..... Tobal 2  
**PUBLISHER** ..... Square

Tobal 2 has quickly become one of the most notorious games never to come stateside. Unlarsly lauded as a huge improvement over the first, Tobal 2 sat atop many a gamer's wish list, even two years after its release. With more than 200 playable characters, an enhanced Quest Mode, and CG endings to boot, Tobal 2 has everything hardcore gamers crave.



**TITLE** ..... R-Types  
**PUBLISHER** ..... Irem

Despite several companies showing interest in bringing it to the United States, it looks as if R-Types (arcade-perfect conversions of R-Type and its little-seen sequel R-Type II) is going to stay in Japan (and Europe—lucky Brits!). Not much needs to be said about this one—R-Type is one of the most masterfully designed side-scrolling shooters ever, and its sequel is nearly as amazing (and harder, too!).

**TITLE** ..... Final Fantasy IV & V  
**PUBLISHER** ..... Square

While we've been living it up with Final Fantasy VII on the PlayStation, Japanese gamers have been enjoying slightly enhanced ports of two Super NES masterpieces—Final Fantasy IV (it is the United

States), and Final Fantasy V (widely believed to be the best in the series, though it still never made it to the United States). The games are direct ports of the Super NES versions, which is a little disappointing (graphical upgrades à la Mario All-Stars would've ruled), but they do have some real spilly FMV scenes thrown in. And they are, after all, timeless classics.

Final Fantasy fanatics may want to check these out for the new FMV scenes, and in the case of FFV, to see what all the fuss has been about (though not understanding Japanese is obviously going to lessen the experience significantly). What might be a better idea is to start writing to Square EA, requesting that they release these games (or at least FFV, since it's never been here, period) in English.

**TITLE** ..... Capcom Generations Series  
**PUBLISHER** ..... Capcom

With the U.S. release suddenly in limbo, gamers looking forward to the Capcom Generations series may want to look to Japan for these classic compilation packs. Vol. 1 contains three classic shooters (1943, 1943 and 1943 Kai). But Vol. 2 is the big one. Nobody should be without Ghosts 'N' Goblins, Ghosts 'N' Ghosts and Super Ghosts 'N' Ghosts—all on one disc. The rest of the series is pretty bland, except for the Street Fighter II Collection, which may still make it to the States anyhow. Note that the series is available on the PlayStation, too.



# Import Release List

## PlayStation:

**Laguna Legend** ..... 09/29  
SCE, RPG  
**Smash Court 2** ..... 11/12  
Namco, Tennis  
**R-Type Delta** ..... 11/19  
Irem, Shooter  
**Poporogun** ..... 11/26  
SCE, RPG  
**Ra: Racer Racer Type 4** ..... 12/3  
Namco, Racing  
**Ehrgeiz** ..... 12/17  
Square, Fighting  
**Chocobo's Mysterious Dungeon 2** 12/23  
Square, Action RPG  
**Tales of Phantasia** ..... 12/23  
Namco, RPG  
**Genso Suikoden II** ..... December  
Konami, RPG  
**SF Zero 3** ..... December  
Capcom, Fighting

## Saturn:

**MSH vs. SF** ..... 10/22  
Capcom, Fighting  
**Strikers 1945** ..... 10/22  
Pskyo, Shooter  
**Falcom Classics II** ..... 10/29  
Japan Victor, RPG  
**Grandia Memorial Package** ... 11/26  
ESR, RPG  
**Capcom Generation 3 SFA Col.** ... 12/12  
Capcom, Fighting

## Dreamcast:

**Virtua Fighter 3tb** ..... 11/27  
Sega, Fighting  
**Sega Rally 2** ..... 11/27  
Sega, Racing  
**Blue Stinger** ..... 12/3  
Sega, Adventure  
**Geist Force** ..... 12/10  
Sega, Shooter  
**Sonic Adventure** ..... 12/17  
Sega, Action

Note that this list highlights only high-profile Japanese releases up until Dec. 31, and not all of these games will be easy to play if you don't know Japanese (some of them are RPGs). As for the lack of N64 Japanese releases, well... truth be told, there's just nothing coming out for the system worth importing.

# Nintendo 64 • Game Boy

**TITLE** ..... Pokémon Stadium (N64),  
Pokémon Pikachu (GB)  
**PUBLISHER** ..... Nintendo

Sadly, there aren't many N64 games worth importing, but if you've been sucked into the Pokémon phenomenon, you may want to check out Pokémon Stadium for the N64. PS lets you take your Game Boy Pokémon and play it on the N64 (it comes with controller pak that lets you slot in the Game Boy cartridge) in full 3D—sorta. You can't actually play the one-player game in 3D, but you can do battle with either the CPU or a second player. And here's another catch: Only 40 (of the 64) Pokémon are playable in Pokémon Stadium. The others can only be viewed in a 3D Kexdex.

Since Pokémon Stadium will not work with the U.S. version of Pokémon, it's hard for us to fully recommend it. A basic understanding of Japanese is needed, and without a Japanese version of the Game Boy Pokémon (which will play fine in your U.S. Game Boy, by the way), there won't be much for you to do with it.

Elsewhere in the land of Pokémon is the new Pokémon Pikachu for the Game Boy. Also known as Pokémon Yellow, this latest (fourth) installment of Pokémon is basically the same as the original three,

except that you start the game with Pikachu, and he follows you around (on-screen) throughout the game. His voice sample from the cartoon is even in the game. You can also connect Pokémon Yellow to a Game Boy Printer and print out monster stats. For serious Pokémon freaks only.

**TITLE** ..... Dragon Quest Monsters:  
Terry's Wonderland  
**PUBLISHER** ..... ENIX

Just released in Japan at the end of September, this first Game Boy installment of the mega-popular Dragon Quest (Dragon Warrior) series is also compatible with the Game Boy Color. The largest Game Boy game ever released (at 36-Megs: It's double the size of the biggest game released before it), DQ Monsters is two parts classic Dragon Quest (which is to say it's a fabulous RPG), and one part Pokémon (with a link code you can pit your monsters against your friends'). If Nintendo's smart... they'll bring this one to the States themselves, but in the meantime, Dragon Warrior fans dying for a new game may want to check it out. It's rather test-heavy, but it won't be too difficult for DQ/DW vets to figure out. And: remember, the U.S. Game Boy needs no modifications to play Japanese carts.



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# How REAL Is Metal Gear Solid?

EGM Examines the Guns and Gadgets of the PlayStation's Most True-to-Life Game

**S**ee Snake. See Snake run. See Snake crawl. See Snake snip a drowsy guard's neck. See Snake score six headshots with his SOCOM pistol, FAMAS assault rifle or PSG1 sniper rifle. And see Solid Snake—your brooding, lethal alter ego in Metal Gear Solid—do it all with more gritty, true-to-life attention to detail than you'll find in 30 summer action flicks.

Such high levels of realism to the game's weapons and tactics were hardly a last-minute addition, either. Four years ago, when Metal Gear Solid producer and director Hideo Kojima kicked development into high gear, he and his team embarked on a spy mission of their own. They began exhaustive research into the tools of real-life soldiers', spies' and terrorists' trades. After learning the basics from internet articles and various books, Kojima—seeking some hands-on trigger time—decided it was time for a field trip.

Since guns are strictly forbidden in Japan, Kojima and his team—which included arms expert Motoyada Mori—flew to the United States, where buying and shooting weapons

is only slightly more difficult than joining Sam's Claws. Their first stop was Los Angeles' Stembbridge Gun Rentals Inc. Here, and in a few other ranges around Hollywood and Little Tokyo, they shot a variety of pistols and rifles, some of which wound up in the finished game. (Oh, and as an interesting side-note, Little Tokyo is home to several shooting ranges that

cater to adult Japanese tourists craving the experience of shooting a real gun. In fact, our own Sush-X visited one.)

Next up, Kojima, Mori and company hung out with the Huntington Beach SWAT and watched these elite troopers go through their drills. Kojima filmed the maneuvers for the game's artists, who referred to the SWAT's formations and stances when it came time to hand-animate Metal Gear Solid's characters. The team even took notes on the SWAT guys' body armor and uniforms.

Twin Military Base, located between L.A. and Las Vegas, was Kojima's final stop in the States. Here he checked out an M1 Abrams tank and an M2 Bradley Fighting Vehicle—both of which were filmed for the textures appearing on the In-game tanks. Finally, the team returned to Japan, where they visited a few more military bases for texture reference, as well.

OK, so we know Kojima did his homework. Metal Gear Solid is a triumph of tiny true-life details that make the game both highly cinematic and highly authentic at the same time. But we at EGM wanted to see just how deep the game's realism runs. More to the point, we wanted to check out some of the cool gear for ourselves. So we turned to Safety Systems Corporation, a company based near Chicago that sells tactical and assault equipment to law-enforcement agencies, the military—even movie studios (their gear has appeared in *Raid*, *Starship Troopers*, *Demolition Man* and many other flicks). Safety Systems' president, Charles Bicek, dressed our model in authentic Solid Snake and Meryl Silverburgh attire (and if you think you've seen our model



before, check the flipside of the centerfold to find out who she is).

We also took Bicek on a minitour of the game, to see if Metal Gear Solid would stand up to the scrutiny of someone who deals with real-life "operators" like Solid Snake on a daily basis. From the get-go, he was impressed. "The start is very

*continued on page 213*


**If it's in the game, chances are you'll find it in the real world, too—and that goes for everything from weapons to tank textures.**



I told you I was a robot!!!



Said, 'let's mess up!'



### AN-PVS5B Night-vision Goggles

These third-generation goggles from Litton Electro-Optical Systems pack the world's most advanced light-amplification technology. Wanna be like Snake? A pair of your own cost a mere \$8,000.

### Modular Body Armor

Extra protection you find late in the game. Oddly enough, the muscle-molded armor Snake starts with is make-believe.

### Tactical Elbow Pads

Like the kind Rollerbladers use, except Rollerbladers typically don't kill people.

### Assault Gloves

Tough gloves for tough guys. Don't rappel from your home without 'em.

### Mag Pouches

Keeps spare magazines within easy reach, just slip them out, slap 'em home and start shootin' stuff.

### Spec-Ops Holster

Actually, the full name here is "3005 Special-Ops Tactical Holster." It holds Snake's trusty SOCOM .45 (see flipside).

### Frags Grenade Pouch

So Snake doesn't have far to reach when tossing pineapples with the boys.

### BDUs (Black)

Battle-dress utilities are the standard-issue clothing of all soldiers. What, you expect the military to just call 'em pants?

### Tactical Knee Pads

Further proof that whether your job has you laying carpet or infiltrating terrorist hideouts, knee owes suck.

### Abseil Rope

Abseil is a fancy word for rappel, which in turn is a fancy word for "I'm gonna try to slip so stories down this rope without busting my ass."

### Smokes

Snake's only bit of gear at the game's outset. Strange—Sony guidelines always forbade cigarettes in PlayStation games before, so what gives? Hmm.

### Combat Boots

Yep, just like your momma wears. Great for hitting the clubs or kicking in teeth, depending on whether they were issued by the U.S. Army or Doc Martens.

### Laser-Rangefinder Scope

High-end models like Snake's feature digital zoom, image enhancement—even elevation readings. Can't see through clothes, though (but you can't blame us for trying).



### SEAL Gloves

Designed specifically for the NAVY's East Coast SEAL teams, these fingerless gloves make for quick trigger work.

### NBC Gas Mask

Vital headgear that'll save Snake's tail more than once. Psycho Nasty fancies one himself, for reasons you'll discover when you beat him (and, no, it's not 'cause Liquid Snake ate too much chili).

### T-Top

Ideal for tropical assignments (i.e., a day at the beach). Can be used as tourniquet in an emergency (i.e., lawn-dart mishap).

### LC Belt

The standard load-carrying belt used to carry holsters, mag pouches, grenades, etc. Oh, it keeps your pants up, too.

### Ketchup

Tomato-based food condiment that comes in handy near the game's end. Great on fries, too, although rumor has it they use mayo in Amsterdam.



### BDUs (Camo)

Meryl's camouflage battle-dress utilities have lots of pockets to hold grenades, ammunition, rations—you know, girl stuff.

### MPK Slic-O-One Knife

Used by the SEALs for two years with nary a broken blade. This thing'll slice bin cans in two faster than any candy-ass Ginsu.

### Cardboard Box

Oh, as the guards say, "Oh, just a box." Snake finds three in the game, but don't ask us how he gets them to fold up and fit in his pants' pouches.



How

# REAL

Is  
Metal Gear Solid?

SOCOM • Desert Eagle



Snake's pistol of choice is the trusty SOCOM (Special Operations Command) .45-caliber semiautomatic. No surprise, considering it's the same handgun issued to Navy SEALs, Delta Force and other special-forces bad boys, who often snip on its laser-aiming module and sound suppressor. Meryl prefers the Desert Eagle, a .50-caliber hand cannon she says she's more comfy with than her bra.

FAMAS G2 Assault Rifle



One of the many assault rifles banned in the United States, the French-made FAMAS G2 is a sleek, fully automatic weapon that can fit your body with 10 bullets in under two seconds. The FAMAS was built to withstand adverse battlefield conditions, from the searing Saudi climate of Desert Storm to the icy Arabian winters, Iran. Who would think the French could build such a bad-ass gun?



One of the many assault rifles banned in the United States, the French-made FAMAS G3 is a sleek, fully automatic weapon that can kill your body with 30 bullets in under two seconds. The FAMAS was built to withstand extreme battlefield conditions, from the scorching Saudi dunes of Desert Storm to the icy Alaskan wilderness. Hint: Who woulda thunk the French could build such a badass gun!

## PSG1 Sniper Rifle



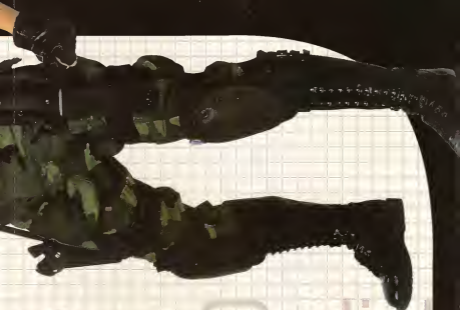
Designed by German firm Heckler & Koch, the PSG1 is not only one of the most accurate semiautomatic rifles ever made, it's the world's coolest-looking weapon, too. (Black, this thing would fit look out of place in an Imperial stormtrooper's hands.) The good news: The PSG1 makes it a breeze to reach out and kill someone in MGS. The bad news: Sharp-looking Boss Sniper Wolf would see, too.

## Explosives



Solid Snake stumbles upon plenty of lethal fireworks to bring to the party. Aside from the "fragmentary" "proceptor" grenades (left), he'll find stun grenades (middle), which unleash a daze-inducing flash-bang combo. Remote-detonated C4 (right) and claymore mines complete his arsenal. Only Snake's chaff grenades—derived from the radar-jamming stuff dropped by fighter jets—are fictional.

**Who's that girl?** If the model clad in the Solid Snake/Meryl Silverburgh duds on these pages looks familiar, well...she oughta. She's none other than Kenji Hasekura—the burliest, most digitable babe in video games—best known as the face and bod behind Sonya Blade in the *MK* series.





Snake and Meryl aren't the only MGS characters with real weapons. Enemy soldiers and bosses all carry real gear, too.



The MGS team did most of their research in the United States, where producer/director Hideo Kojima (below) and arms expert Metozada Mori (above, with the game's principal weapons) fired guns forbidden in Japan.



interesting," Bicek said, watching the opening cinema that has Snake riding his minibus to Shadow Moses Island. "It shows a single-man SOV, and those really exist. They don't launch that way, but they really exist. There are such things as black-ops, too. It's very common. The government won't say you did or didn't do the mission. You go in with no identification, no dog tags. The mission just doesn't exist."

Right, so Metal Gear Solid is scoring fairly high on the reality-o-meter so far. But then we get to the part in the opening brief when Snake learns he'll need to find his own weapons and equipment. Now c'mon—are we expected to believe that real-life operators are sent into battle with nothing but a pack of smokes? "No," Bicek said. "You'd go to the armory at your base and pick up the gear first. And rarely would you go on a mission by yourself. There are no one-man missions. It's always teams."

Of course, if Solid Snake stormed the Alaskan base as part of a team of elite troopers, he just wouldn't be the same mysterious loner whose life gets so friggin' interesting through the course of the game. And if he started the mission loaded to bear with a full complement of guns and gear, Metal Gear Solid wouldn't be a very tough game, now would it?

Speaking of gear, nearly every gun, grenade and gizmo in the game is a bonafide real-world item. Take Snake's SOCOM, for instance. "It's actually adopted by the special forces now," Bicek said of the Special Operations Command pistol. "They've procured about 2,000, but a lot of operators actually don't like them because they're too heavy and too big. The thing is they'd rather carry a smaller pistol and more ammunition for their pri-

mary weapon. The pistol is usually your secondary weapon. The primary is usually an assault rifle."

As further proof that Kojima and his team know their stuff, Snake is actually told via Codec at one point that some field operatives don't like the SOCOM because of its size and weight—exactly the same tidbit Bicek revealed to us. Still, some of Snake's gear borders on make-believe. His mine detector, for instance, is much smaller than current versions. The Nikea missile launcher, which spits tiny missiles that Snake can guide via remote control, has yet to be developed. Bicek said the launcher is probably based on the wire-guided missiles that today's infantry launch and guide into enemy tanks.



"Guns are like women. Some guys like 'em tall, short, blond, brunette, just like guns. Some guys like Glock, some like Sigs, but, performance-wise, everyone looks at the 1911 as the base for the modern pistol." —Safety Systems president Charles Bick, when asked if he agreed with the game's claim that the Colt Single Action Army is the greatest handgun ever made.

And remember—Metal Gear Solid is set nearly a decade into the future, when cool gear like Snake's is sure to be as common as rocket cars, moon bases and fat-free Big Macs.

Metal Gear Solid's attention to detail doesn't end with its weapons or graphics; Bick found that the control system adequately portrays one tricky bit of real-life combat—shooting while moving. "Running and shooting is tricky, but he's doing good drills right there," Bick said, watching

Sneke advance on an enemy while firing. "In fact, firing while walking is very common now among SWAT teams that are at a higher level." The game models this

tricky maneuver by forcing you to feather the Crawl button while holding down the Shoot button. It takes some practice, but—just like the elite SWAT teams Bick mentioned—you can master it in time.

So is Metal Gear Solid the most realistic console game ever? It certainly ranks up there with GoldenEye guy, Bushido Blade and PaRappa the Rapper (never has the forbidden love between a dog and a flower been portrayed with such gritty realism). But just remember that Metal Gear Solid is only a game. If the guards were too smart, or if Snake dropped dead after a single round to the chest, well...just how much fun would that be? And if you ever get too caught up in Snake's world, if the edges between fantasy and reality begin to blur, just have Snake slip under a cardboard box and skitter near some dimwitted guards. The silliness of it'll snap you back to the real world.

"Yeah, that's realistic right there," Bick said, his voice dripping with sarcasm as he watched Snake prance around in his box a few feet from a guard. "That's one of my favorite plays—good guys in boxes."



Solid Snake's two-hands-on-the-gun shooting style makes for more accurate aiming than Lara Croft's Hollywood-inspired two-gun highlins.



## Run 'n' Gun

The battlefield equivalent of walking and chewing gum, running while shooting isn't easy in real life. Consequently, you'll have to master a two-button combo for Snake to perform this tricky maneuver in Metal Gear Solid (above).



## Solid Snake Vs. Lara Croft Who'd Kill Who?

He's the PlayStation's toughest hombre. She's its sassiest superchick. But if Solid Snake and Lara Croft ever did tangle by the flagpole, who'd come out on top? We asked Safety Systems' Bick, who said the answer lies in how the two heroes handle their hardware.

"His stance looks very good," Bick said, eyeing Snake's two-handed grip on his SOCOM

pistol—a grip ideal for spot-on aiming.

When we explained that Lara seems to think two guns are better than one, Bick decided that the odds were stacked heavily against her. "Shooting with two guns is pretty much only for the movies," Bick told us. "No one can hit anything with two guns. He'd kill her in a second."

Looks like Lara's finally met her match.



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Dane shoots on goal

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# LOSE 50 LBS. A WEEK BY WANDERING AIMLESSLY

-Experts Say

**BONUS SECTION  
REVEALS LINK'S  
SORDID PAST**



**LINK NAMED  
TO WORST-  
DRESSED LIST!**

"GREEN IS SOOOO '87"

HYRULE

3 RUPEES/WEEKLY

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IN CHICKEN  
RAMPAGE!!**

# 48 HOURS IN HYRULE



**FATE OF HYRULE RESTS  
ON SHOULDERS OF  
10-YEAR-OLD LAD!!**



**AUTHORITIES  
SICKENED**

**HYRULE  
RESIDENTS  
MARVEL AT  
LIVING IN  
THREE  
DIMENSIONS**



**SCIENTISTS BAFFLED!**



# 48 HOURS IN HYRULE

**GALACTIC EXCLUSIVE!!**



Here's the cool thing about spending two days in Hyrule: You actually, truly, honestly, really do live there for two entire day/night cycles of genuine Hyrule time.

We mean it. The *Hyrule Totter* should know. Two of its crack reporters, John Davison and Crispin Boyer—along with Videogames.com's James Mielke—spent 48 hours in Link's homeland, questing, fighting, chatting with folks, fishing, horseback riding, watching dozens of sunrises and sunsets (time flies much faster there) and just plain getting sucked into the most immersive

game world ever conceived.

We returned from our journeys with tales of impossible sights. We watched young Link get introduced to Navi, his first fairy. We watched old Link emerge from the Time Temple, his massive Master Sword in hand. We watched the aptly named Death Mountain change from a serenely ominous mountain to a nightmarish crag poking through the thunderclouds above a terrorized future Hyrule. We saw static Boss creatures that shoot fire, water and electricity. We learned the history of Hyrule, the tale of the three goddesses who built the world and left the Triforce as its guardian of balance and harmony. And, as always, it is this powerful artifact that links Princess Zelda and evil Ganondorf in an epic adventure to determine the fate of Hyrule.

Our meanderings through this world so impressed us, in fact, that we decided to devote this entire issue of the *Hyrule Totter* to the life and times of one promising young citizen named Link, a 10-year-old resident of Kokiri Village. In the meantime, we can't help marveling at how much Link's current adventure resembles his alleged past, sprite-based exploits. He'll encounter Lost Woods and helpful owls; fairy fountains and familiar sound effects; rupees, maps and compasses; tekkies, octoroks and armies of old-school monsters, boomerangs, bows and arrows and hookshots. Even the puzzle ring familiar task will push blocks, light torches, banish open secret rooms, hookshot his



If someone with an evil mind has their wish granted, the world will be consumed by evil. That is what has been told...

way across chasms—the works. And all the familiar footwork is only appropriate, seeing as how Link's new adventure is more of a rehash than a continuation of any previous adventure.

But don't be wary, faithful readers. Link's world packs plenty of new surprises, too. Aside from the obvious fact that all of Hyrule's residents now possess a certain 3D depth to their features, Link will find that some puzzles have taken on a Banjo-Kazooie-esque flair. Oh, and if any of you Hyrule residents bother to look out your window, you'll notice we have a working sun and moon now that bark across the sky during our 20-minute days and nights. Look long enough and you might just see an older Link galloping across Hyrule Plain on a new friend.

But there's just a taste of what awaits. Dig further into the *Hyrule Totter* for a look at everything from Link's new control scheme to a fashion review of the kingdom's fanciest dressed lads. Mount up—it's gonna be a breathtaking ride.



You will never beat my brother's no ahead unless you punish him in the proper order.



72

**SEE A MOUNTAIN  
TURN INTO A  
NIGHTMARISH  
CRAG!**

EGM  
222

# YOU HAVE TO SEE IT TO BELIEVE IT!

"The end of each episode gives us a beautiful view of our world. It's the inspired journalism of Dave [sic] Davidson. As a journalist of its virtues, he told the world about it. The scenery is such a joy to behold. The sky is beautiful. The swirling clouds above Death Mountain are a hypnotic sight that is quite unlike anything else," he commented, in somewhat out-of-character floweryness. "The whole land is unique though. As you wander the plains of Hyrule you can see for miles and nothing ever 'pops out of nowhere' to surprise you. The whole place is just so idyllic and for most of the time the weather is wonderful—there's no mist whatsoever. When the weather does worsen though, the effect of the rain and mist on the countryside only further enhances its beauty."

"It's not just what you find above ground though," he continues as Jattler reports, were unable to contain his enthusiasm. "Every new location you travel to has a unique character of its own, from the depths of the dungeons and underground caverns, to the streets of each town. The land is so full of such rich textures and beautiful imagery you'll think you've entered another world."

But what of the people and rich creature-culture of Hyrule? "As we spent our time with Link on his travels, we met with all manner of creatures and characters who each had such



**GRAPHICS GOOD ENOUGH TO MAKE CHILDREN WEEP!**

unique personalities and moved with such grace. From Link's horse, to some of the bizarre creatures found underground, they are all quite exceptional." The Jattler is in the enviable situation of being able to provide exclusive pictures from Link's recent adventure that will help illustrate Davidson's points. Throughout the pages of this issue you'll see some of the incredible environments, some beautiful effects and illustrations of just how much care Hyrule forefather Shigeru Miyamoto has put into every item in the land.

"We were lucky enough to see some defining moments from a quest of this nature, too," Davidson added. "When Link entered the Temple of Time and drew the Master Sword from

the stone, the atmosphere of the whole event was just electrifying. There was a brilliant, blinding light and some incredible effects before Link emerged seven years older, sauntering nonchalantly with that bloody great sword. Wow."

The Jattler concurs that this really is something that has to be seen to be believed.



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# LOSE 50 LBS. IN A WEEK BY

Experts Say...

Huge, colossal, enormous, gargantuan, gigantic, immense, and...er, large—all words that can be used to describe the world of Hyrule and the areas to which it leads. Walking from one end of the land to another will burn some serious calories and take a significant length of time. Experts say you could "lose 50 lbs. in a week by wandering aimlessly if you're not careful and don't eat or drink anything

while you're doing it."

But what better way to beat the bulge than by enjoying the rolling plains in the sunshine? Well, young Link discovered that when he traveled to the future, he could take the reins of a horse he met as a youngster in the castle stables and enjoy the relative comfort and time-saving advantages of galloping by horseback.

## SURVIVOR OF THE SHEIKAHS PRESENTS MYSTERY

Who is the mysterious character aiding Link in his quest? Experts have been debating the significance of this curiously cowed character claiming to be "the survivor of the Sheikahs," who Link doesn't meet until traveling seven years into the future. "You can't even tell if it's a man or a woman," states Videogames.com expert James "Milkmoe" Mielke, "but there's a pretty good chance it's actually someone from Link's past." Observers Crispin Boyer and John Davison have two theories to present, but they've opted to keep their fat mouths shut so as to avoid revealing any spoilers.

Whoever this Sheik person is, it's sure to be revealed before Link reaches the end of his quest.



## KOKIRI VILLAGE

Link's home where he discovers how his life is different from others around him and where he learns that "without a fairy you're not even a real man"—a lesson for life if ever there was one. After hooking up with renegade spritelet Navi though, our young hero is ready to meet his destiny to lead Hyrule. Wandering the village he unwittingly stumbles upon neighbors with an insatiable need to teach him things. Within an hour of wandering, Link is an accomplished gymnast, explorer and intellectual.

## DEKU TREE

The apparent seat of all knowledge in Kokiri, Link is summoned to speak with the tree where he learns the basics of puzzles and combat. After some time inside the tree Link has pushed blocks, climbed walls, jumped over things, bounced up and down on bouncy things, lit torches, set fire to stuff, jumped through holes, thrown switches and broken an awful lot of very breakable objects of art.

## HYRULE CASTLE

After seemingly killing a very old tree thanks to an unfortunate and unforeseen curse, Link travels to the castle where he discovers that all of the characters he encounters seem to suffer from some kind of obsessive-compulsive disorder. Shopkeepers, possessors-by and unfortunate weirdos spend an awful lot of time repeatedly scratching and twitching. The castle is an idyllic location though, and is the residence of the young Princess Zelda who sends Link on his quest to locate the three spirit stones of the Triforce.

## LOST WOODS

A famous location of the entire Zelda series, but you won't find much here. Lots of trees. Lots of music. Link somehow finds his way through the former by making use of the latter.



## GORON CITY

Underground home of the sleepy, happy-faced Gorons who, for some reason, tend trees that burn bomb-fuel. Plack the fruit, chuck the bomb, listen to and watch the big bang that ensues. It is here that our lucky hero and the gaggle of journalists tagging along with him discover that it is actually possible to waste forever by thinking you've understood the principles of a puzzle when actually you haven't. Somewhat embarrassed taggers-along John Davison, Crispin Boyer and Videogames.com's James Mielke admit, "Imagine the scenario...really big pot spinning around a large chamber with big walkway above it. You'd think, wouldn't you, that maybe you have to jump into the pot? Maybe there are some goodies in there. Seems perfectly logical." After enrolling the efforts of numerous other esteemed gaming gurus, though, the hapless team conceded defeat. "We had Don Hsu, Shawn Smith

# WANDERING AIMLESSLY!!!

Here are the places that plucky young Link traveled to in his first couple of days on his quest...



and even Andy Baran from *Expert Gamer* in here," admits a somewhat disheveled-looking John Davison, "and then Crispin discovers that you have to throw a bomb in there."



world and everything has gone very dark and scary outside.

And that's all the Tortier is prepared to divulge as yet. This only takes young Link less than a quarter of the way through his quest—so we don't want to spoil anything further for you!

"Fishing is my way of life," says Link. When not roaming the lands, saving the world from Ganondorf's wicked plans, Link likes nothing better than kicking back at his favorite fishing hole with his pole, line and lure to help him relax. By some quirk of fate, his recent quest has led him to take advantage of his skills as it was necessary for him to catch the biggest fish in the lake to gain an item vital to his progress.

"It was incredible," says a close friend. "Link has always been an enthusiastic fisherman as a man and a boy, and discovering that a fully speed fishing challenge was part of his quest really made his day."

The Tortier has learned that Link enjoyed the fishing part of his quest



## ADVENTURER CATCHES FISH AS BIG AS HIM!



so much, he actually spent far longer than was strictly necessary casting his line and feeling the realistic rumbling feedback that went along with the serene atmosphere.

## DODONGO'S CITY

Dodongo's a big fella, and the *Hyrule Tortier* is pleased to tell you that although he's an intimidating bully, young Link is able to make short work of him with the appropriate techniques. Lots of lava around here, and a good example of how important Link's compulsive jumping disorder can actually be.

## JABU-JABU

The specifics of the scandal concerning Link's adventures inside giant fish-beast Jabu Jabu can be read elsewhere in this issue of the *Tortier*. Needless to say, he's a lot bigger than he looks...and if you can imagine what being inside a fish is like, you've got an over-active imagination.

## TEMPLE OF TIME

Link surprises us all by walking in, traveling seven years in the future and then yanking the Master Sword out of a dirty great big lump of rock, having met the mysterious Sheik he discovers that Ganondorf has taken over the

# FASHION POLICE

LET'S JOIN HYRULE'S FASHION FANATICS RICHARD FATLEROY AND BRUCE SUCHARD AS THEY TAKE A PEEK AT SOME OF THE AMAZING OUTFITS WORN AT THE SPECTACULAR GALA DEBUT OF THE LEGEND OF ZELDA: OCARINA OF TIME.

All of the most important people were in attendance, with Hyrule's Hunk Link bringing a novel twist to the proceedings by coming as himself twice! First he walked in as a 10-year-old cheeky young thing, before stepping outside and returning as a strapping teen-heartthrob, some seven years older! How does he do it?

## YOUNG LINK

**Richard:** That's a fine haircut for a young man.  
**Bruce:** Oooh, he's so sweet. Couldn't you just eat him all up?

**Richard:** Um, No. That shield doesn't look like it's going to take a lot of punishment though does it, Bruce? You could bounce a few pebbles back at people, but he's not going to repel a riverous beast's advances with a slab of hardwood like that.

**Bruce:** And that little sword...so teeny-tiny. Do you think he has any other little toys?

**Richard:** I'm sure he's left his catapult and his boomerang at home Bruce.

## OLD LINK

**Bruce:** He really is an absolute dreamboat isn't he, Dickie? Those great knee-length boots really set off the whole ensemble don't they? Such a shame he didn't bring those butch-looking metal attachments he has for them you know, the ones that let him walk underwater.

**Richard:** Yes Bruce. And don't call me Dickie, I really think the white panyhose might be a mistake for a guy his age, though.

**Bruce:** You know, kavee, I don't think it's panyhose, by the looks of things that's a gorgeous all-in-one number he's got on under there. He's probably very smug in that, but there may be some personal hygiene issues when he goes on those long walks.

**Richard:** That's a darn big sword too. You can see why he didn't get to use it as a kid. You could do some damage with a weapon of that size. Such a shame he didn't bring his bow and arrow along too.

**Bruce:** Ooh, Dickie. Don't you believe it. And all the green, it works, but it's sooo, ooh, 1987 isn't it? Maybe he should have dug out his Zora tunic...you know, that lovely blue one.

**Richard:** Maybe Bruce. Maybe he just didn't want to spoil things for everyone by wearing some different clothing. I don't think anyone

knew that he had an interchangeable wardrobe until you just blabbed it to everybody.

## ZELDA

**Bruce:** She's a sweet young thing, Dickie. But is she wearing too much jewelry do you think?

**Richard:** I've told you before about this Dickie come.

**Bruce:** But come on. The gold, the whole Triforce thing.

**Richard:** She's a sweet young thing, but she packs a powerful punch. Bruce. She's got a magical life ahead of her, but you've got to be concerned about a girl with ears that big.

**Bruce:** You know what they say about the size of a girl's ears, Dickie.

**Richard:** No. I'm not aware of that one.

**Bruce:** She likes her pink doesn't she? I wonder what she'll look like when she grows up?

## GANONDORF

**Bruce:** Ooh my, he's a big boy. Do you think he works out?

**Richard:** He's got a football player's shoulders, that's for sure, Bruce, but do you think he may be trying too hard to assert his masculinity with



# LINK IS A TEEN HUNK!

all the spikes?

**Bruce:** They are a bit much aren't they, savvy-cakes? But he's not an attractive boy is he? He should really consider giving, you know, a bit of a pluck to those eyebrows. What do you think?

**Richard:** I think you're right Bruce. And only a supremely evil overlord would ever consider the forehead adornment thing. It's a little too '80s glam, don't you think? He may plunge the world into darkness by taking control of the Triforce, but do you think the pastel aztec patterns really go that well with brown leather?

**Bruce:** Certainly not, my sweet. Now, Dickie-prox, you didn't know the ears thing. But this one's got a mighty big nose—and I'm sure you know what they say about boys with big noses. And feet for that matter, Dickie.

**Richard:** I do, Bruce. But that doesn't appear to be something Ganon is concerned about.



## HYRULE HERO NEARLY PECKED TO PIECES IN VICIOUS CHICKEN ATTACK

Tunic-clad adventurer Link was crying fowl yesterday after a gaggle of ill-tempered chickens allegedly attacked the 10-year-old Kokiri Village resident.

"I was just minding my own business," Link told the Tattler, "when suddenly these beastly featherheads began pecking at my parts. I barely managed to duck inside a house before the critters could tear me to bits."

After further prodding, Link admitted that he may have initiated

the encounter when he "accidentally" conked one of the egg-laying gobbles on the head. "Quite frankly, the entire ordeal seems a bit familiar," Link later admitted. "I could've sworn I've been attacked by chickens in another lifetime, on another console—a 16-Bit system, to be precise."

We're not really sure what Link was talking about, but we do hope the boy learned a lesson here. After all, Hyrule's chicken population does factor into several puzzles. It's even rumored that youngsters can actually grip the crests with the feet and use them to glide to distant platforms...



# GIANT FISH EATS PRINCESS, AS LINK IS CAUGHT IN BIZARRE LOVE TRIANGLE



Giant beast Jabu-Jabu is the fishy fiend responsible for the disappearance of Princess Ruto. Adventurer and ubiquitous star of a number of top-selling videogames, Link has exclusively informed the Hyrule Tattler of his

amazing discovery. "I jumped inside his mouth, and found myself in an environment that seemed to be far larger than the fish actually looked," Link enthused. "It was also a lot larger than that Clanker thing in Banjo-Kazooie," he added, clearly displaying a tremendous level of Nintendo product knowledge. Videogame journalists John Davison and Crispin Boyer were also along for the ride. "The insides of Jabu-Jabu really are disgusting," claims Boyer. "The walls are pulsating all the time, the floor is always ankle deep in water, and the doors

open like giant sphincters."

Davison continues, "Once inside his guts, Link had to travel through a number of goopy and revolting-looking chambers before eventually finding Ruto. Then, once he'd found her he discovered that she hangs around in there by choice some of the time, but had become stuck. Once Link got to her, she refused to move and made him carry her on her shoulders. After running around like a mad thing, and fighting this loony Boss that shot electricity out of its tentacles, the crazy woman insisted that Link had to marry her."

It transpires that marriage wasn't what Link had on his mind, and we've since learned that he is avoiding the Princess by manipulating the passage of time with an Ocarina given to him by his "other woman," the Princess Zelda.







BY  
MICK  
CULTURE  
FRANCO  
FRANCO  
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◆ If you  
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◆ If you  
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# TATTLER STAFF STYMIED BY 40-FOOT BOTTLE...

...and Other Puzzles that Litter Link's Homeland

It's the giant spinning bottle in Goron City that best represents the new style of puzzles in *Zelda 64*. The Myrle fatterer crew tried leaping into it. That didn't work. We tried cracking it open with young Link's little sword. That didn't work, either. In the end, it took a little bomb-tossing handwork to crack this particular enigma.

And that was one of the easiest of the Banjo-Kazooie/Mario 64-style puzzles Link must contend with during his adventure. Our own dungeon meanderings uncovered numerous instances where Link will have to jump chasms, scale walls and crawl across narrow ledges to reach higher platforms and items. We also stumbled across minigames aplenty, such as the already mentioned fishing game and a feet-first plunge from a waterfall to gather scattered underwater rupees within a limited amount of time. Then there are the five masks Link can wear to interact with the odd stones he'll find in the countryside, as well as elicit different responses from townspeople.

Of course, many of the puzzles are of the standard *Zelda*-series variety, as well. We watched young Link shoot switches with his sling shot to open doors, push and pull blocks onto switches, light torches to unlock secret areas and bomb funny-colored wall panels to access hidden rooms. Sure, the massive dungeon environments—which still manage to maintain their room-by-room setup—can make things messy sometimes. More than once we saw Link accidentally douse his flaming stick in an underground river on his way to light one of the torches. But here's the real rub: Even at the game's outset, young Link will be unable to solve certain puzzles until he revisits that location as elder Link. Expect to backtrack a lot if you wanna find everything.

Yet as many puzzles as Link encounters, that's nothing compared to the sheer amount of secrets in the game. Whether it's rupees stashed above the Hyrule Castle drawbridge or hearts

scattered among the weeds, secret things are everywhere. Although Link won't get much help finding them early on, he'll later stumble across an item that makes secret stuff stand out. This item works with your Rumble Pak, making the thing vibrate when you approach hidden items. Find this handy tool and every secret in Hyrule is yours for the grabbing.



# LINK vs. BRIAN



**BATTLE ROYALE!**

As if he didn't have enough to worry about, Kokiri Village Resident Link recently found himself going toe to toe with out-of-towner Brian, star of *Quest 64*. Who came out on top? See the results below...

	Link	Brian
Stars in first N64 RPG		X
Stars in first GOOD N64 RPG	X	
Stars in ongoing series of games	X	
Can run around while fighting	X	X
Would win in a fight	X	
Has stupid haircut		X
Has potential girlfriend	X	
Fights like a man	X	

And the winner is...

Link



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enchanting number that'll make you feel like a teenager again. And who can forget *Zelda's Lullaby*, the multipurpose tune handy for weddings, barmitzvahs and stopping waterfalls so you can enter the dungeons behind them.

Buy the album, learn its tunes, enter them on your joypad, use their magic to help save the world—or just crank this sucker up at parties. After all, as Videogames.com's James Melke says, "You can bust this thing out any time you like and just start jammin' Yeah."

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## RUMOR OF ZELDA 64'S BREVITY APPEAR GREATLY EXAGGERATED

A 10-HOUR GAME; SIXTY HOURS IS MORE LIKE IT

Hyrul, for, father Shig, ru Miyamoto spawned his own bad press months ago, when he offhandedly remarked that Nintendo testers could juggle Ganondorf in under a dozen hours, given jankies jumped on the story, and soon rumor was buzzing around the kingdom that *Zelda 64* would be a disappointingly short game.

Fear not. Although it's doubtful the game packs the 75-hour quest claimed by Nintendo PR, we expect *Zelda 64* to last at least 50 hours, longer even than *Final Fantasy VII*. After all, Hyrule's totter reporters John Davison and Crispin Boyer spent two entire days with the game—and didn't even see a third of it. That was with us rushing through the quest, with full cheats turned on, so we never worried about dying. But perhaps one nervous comment from Expert Gamer strategist Andy Baron best sums up *Zelda 64*'s epic gameplay experience. "How am I going to do a strategy guide on this?" Baron asked. "This is seven times larger than *Banjo*. What if I miss something in a cave somewhere or miss one of the bombable walls?"

Part of what makes playing the game such a massive undertaking is the sheer number of minuscule Link must complete over the course of his adventure. At any given time, he'll have to track down three Spirit Stones, collect small tokens from dead soldiers, recover six masks, find the Great Fairy fountains to learn new magic attacks, rescue the fish king's daughter, unravel the mystery behind Sheik—not to mention recover the Triforce and save Hyrule from Ganondorf. And we haven't even touched upon all the little tasks villagers goad Link into doing for the fishing lake that's nearly a complete game in itself.

Then there's the size of Hyrule itself. As anyone who's hiked from Death Mountain to Jabu Jabu knows, our kingdom isn't exactly a tiny piece of real estate. Crises, you can spend weeks in the Lost Woods if you don't know where you're going. And that's not including the miles of dungeons and caves that snake below Hyrule's fields, forests and deserts. Let's not forget that Link has to cross much of this terrain not once but twice—once as a child, then again seven years later. Our guy in green will have put a lot of miles on his boots by the time he reaches the final battle.

Of course, one of the big questions now among long-time Link fanatics is whether *Zelda 64* will pack a second, length-doubling quest along the same lines of the original N64 games. Well, all indicators point to no.



# JOYPAD MYSTERY:

## How Does Link Jump without a Jump Button?

Auto-jump, the lock-on button, context-sensitive commands—yes, Hyrule forefather Shigeru Miyamoto hit the ol' drawing board pretty hard when he redesigned Zelda 64's control system, the most innovative joystick scheme the frontier has ever seen applied to Hyrule citizens.

For starters, many of Link's commands vary depending on the situation. Approach a narrow tunnel, for instance, and the A button switches from its standard attack function to a specific duck-down-and-enter-tunnel command. Or say

Gone, however, is Link's ability to shoot swords when his heart containers are maxed out (although he may learn that attack late in the game, as he did in the Game Boy Zelda).

Using the Z-trigger to focus Link's attention also frees the Camera buttons for an especially handy task. You can assign any weapon or item in Link's inventory to either the Left, Right, or Down Camera button. Say you're in a spider-infested area where you'll use the slingshot and hookshot frequently. Simply assign the Left and Down Camera buttons to those weapons, then let rip. Assign the D-pad to the Right Camera button, and you can wield three items at once, while still being able to swing your sword and whip out your shield.

But here's the really surprising thing: Although every button on the joystick is used for something, none of 'em makes Link jump; the little guy takes care of that himself. Step off a ledge and Link makes the appropriate last-minute leap into the air. The slower you approach an edge, the weaker Link's jump, to the point where he'll just hang from a ledge.

Likewise, if Link walks to a steep step or platform he can reach with his hands, he'll clamber up automatically. Not only is this auto-jump/climb feature convenient, it's a frequent lifesaver, since it launches Link over chasms



you may not see until the last minute.

Now, if all this talk of attention buttons and context-sensitive commands has you a bit intimidated, don't worry—the game's very beginning, in Kokiri Village, serves as a training course of sorts. Here, you'll learn every button function and even get rewarded with Rupees when you learn certain new tricks. The Hyrule Totter applauds Kokiri's excellent physical-education program. After all, when the land is being assaulted from all sides by spidery tentacles, ghostly gnomes and every other netherworldly bad boy, our kids need to be prepared for anything (even if the chances of one child growing up to save Hyrule are extremely unlikely).



Link stands beside a stone block. The A button converts to the grab command and lets Link tug or push the block—or even climb atop it.

And no doubt you've heard all about the "attention button" by now. Taps of the Z Trigger cycle the focus of Link's attention between enemies, characters, objects, chickens, whatever, in his immediate vicinity. Stab at the Z while surrounded by enemies, for instance, and Link will always face one of the baddies until it's either slain or you tap the Z again. Never before has it been so easy for Hyrule residents to see what they're fighting.

Additional combat commands open once you've locked on. Swing crazy with the analog stick and Link busts out Lara Croft-style gymnastics, including backflips and side leaps. Mix analog combos with the Attack button, and Link changes up his attacks, too, between vertical and horizontal sword slashes. The Right Shoulder button, meanwhile, whips out Link's shield, provided he has one of the three in the game. While cowering behind the wooden shield, Link can aim it up, down and from side to side—a great tactic for deflecting spitballs back at Octoroks. And, of course, Link still packs his famous charge-up wallop, as well. Hold the Attack button for a few seconds (you can feel the charge build up in the Rumble Pak), then release it to watch Link spin his blazing sword in a lethal 360-degree swipe.

**SHOCKING REVELATION!**



# ZELDA 101:

## The Tattler Looks Back at 11 Years of Link

**BONUS  
SECTION**

It was like a gift from the gaming gods or something. Encased in a shiny, metallic gold cartridge, the Legend of Zelda descended from the heavens onto the NES screen in 1987. The first of a new genre—the action RPG—Zelda took the gaming world by storm with its huge world, vast dungeons and enchanting gameplay. A landmark in game design, Shigeru Miyamoto's

masterpiece has gone on to become one of the most popular franchises in videogame history, with four fantastic sequels and plots in the heart of anyone who looked as big or himself to be a true fan of gaming. Here then, is a brief history of the series that's captivated so many millions of gamers around the world for the last 11 years.

## The Legend of Zelda NES, 1987

—SOURCES SAY



packaging (with the cardboard cut out so you could actually see the gold cartridge) was decidedly different from all other NES games at the time, and it even included a miniature "hint book" (it was actually a foldout miniposter that included a partially complete world map, some tips and monster profiles, and maps of the first six dungeons). Zelda went on to become Nintendo's first-ever million-selling game

in the United States (a feat which took many months back then—coincidentally, we expect sales of Zelda 64 to surpass 1 million units literally within hours of its release).

### THE STORY

The original Zelda was riddled with innovations. Not only was it the first RPG-style game for the NES in America, but it was also the first game to feature a battery for backing up your progress. Its fancy gold

in a small kingdom in the land of Hyrule, an army led by Ganon, the Prince of Darkness, attacks the peaceful land and steals the Triforce of Power, a golden triangle possessing mystical powers. Fearing his



**FINALLY,  
NOT EVEN**



**BONUS AREA!!!  
PHANTOM DASH**



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# Zelda II: The Adventure of Link

NES, 1988 -SCIENTISTS PREDICT



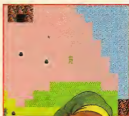
After countless delays because of "chip shortages" (this was Nintendo's PR line and not necessarily the truth), *Zelda II* was finally released at the end of 1988. Even though it was a fantastic game (and a damn popular one too), it didn't sit well with some critics because of its decidedly different look when compared to the first *Zelda*. The overworld was much larger, but encounters with enemies led to side-scrolling battle scenes that took the place of the "on-the-spot" battles from the original. Town scenes and dungeons were also side-scrolling (the dungeons were magnificently designed), and Link now had the ability to jump and use magic. Similar to an RPG, Link gained experience from defeating enemies, which allowed him to level-up his Life, Magic and Attack abilities.

## THE STORY

*Zelda II* takes place several years after the original *Zelda*. A sleeping spell has been cast on Princess Zelda as a result of her refusing to reveal information about the Triforce to an evil magician. In order to free her from this spell, Link must place crystals in the foreheads of statues in six palaces throughout Hyrule. Doing so opens the path to the Great Palace, where the Triforce of Courage is hidden (the Triforce is the key to breaking *Zelda's* spell). Meanwhile, Ganon's underlings are beginning to work toward the revival of Ganon, which can only occur by first sacrificing his killer (Link) and then sprinkling Link's blood on his ashes. Pretty gruesome for a Nintendo-made game, eh?

## THE OUTCOME

After placing the crystals in all six palaces, Link heads to the Great Palace to take on the final Guardian and retrieve the Triforce of Courage. After defeating the Guardian, Link goes face to face with a shocking end Boss—his own dark side—in an attempt to purify himself and claim the Triforce. After winning, he reunites the three Triforges (Power, Wisdom and Courage) and awakens Princess Zelda.



## The Japanese Version



**Original Title:** *The Legend of Zelda 2: Rinko no Bouken*  
**("The Legend of Zelda 2: Link's Adventure")**  
**Japan Release Date:** Jan. 14, 1987 (Disk)

The Japanese version of *Zelda II* was released almost two years before the U.S. version. Again, there were some minor differences between the two versions, but for the most part it was the exact same game. Some of the music was different (better in the U.S. version), the enemies on

the overworld map looked worse, there was less animation in certain parts (for example, Link never held up items when he got them in the Japanese version), and of course, since it was a Disk game there were access pauses (can you imagine an NES game with loading? fresh!).

# The Legend of Zelda: A Link to the Past

## Super NES, 1992 —ASTROLOGER MUSES



A Link to the Past had two things going for it that made Zelda fans extremely happy: First, it was on the Super NES, which meant it would be both bigger and better-looking than any Zelda game before it. Second, it brought the series back to its roots, ditching Zelda II's side-scrolling/RPG-like feel in favor of the more welcomed overhead action-RPG style of the original Zelda. Not only was the game tremendous in size and scope, but the gameplay was totally fantastic. Not surprising in the least, *Zelda: A Link to the Past* was the highest-rated Super NES game of all time (at #3 overall) according to EGM's Top 100 list in issue #100.

### THE STORY

As you may have inferred from the game's title, Super NES *Zelda* actually takes place BEFORE *Zelda I* and is about 100 years before, to be exact. Asleep in his home one night during a fierce thunderstorm, Link hears the voice of Princess Zelda in his dreams, begging for him to come rescue her from a cell in the depths of Hyrule

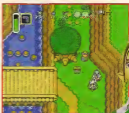
Castle. He wakes to find his uncle gearing up for battle. Before he leaves, his uncle commands him to stay home and wait for his return. After waiting about 30 seconds (so he's a little impatient), Link heads out to the castle in search of his uncle and the Princess. After rescuing her (and finding his uncle slain), he learns about an evil wizard named Agahnim, who, in seeking to unlock the secrets of the Golden Land, has kidnapped seven maidens who are descendants of the wise men who sealed off the Golden Land ages ago.



Pyramid in the Dark World. He defeats him, winning back the Triforce and ultimately restoring the Dark World to its once glorious state.

### THE OUTCOME

After traveling through both the normal and dark worlds of Hyrule, Link finds out that the evil Ganondorf (Ganon) was behind everything, and heads to face him within the Great



## The Japanese Version

Original Title: *Super Famicom Zelda No Densetsu: Kamigami No Triforce*  
("Super Famicom The Legend of Zelda: Triforce of the Gods")  
Japan Release Date: Nov. 21, 1991

The Super Famicom version of *Zelda* is actually exactly the same as the U.S. one, only with Japanese text (duh). Interestingly enough, it was released on Nov. 21, 1991—nearly seven years (to the date) before *Zelda 64* is set to be released in Japan (Nov. 21, 1998).



# The Legend of Zelda: Link's Awakening

Game Boy, 1993 -NASA CONTENDS



Link's Awakening is widely considered to be one of the best (if not the best) Game Boy games ever released. For a Game Boy game, the quest was huge, with eight intricately designed dungeons and a vast overworld. While the action was overhead and the graphical style was similar to A Link to the Past, the entire world (including the dungeons) was split up one screen at a time, similar to the first Zelda. If you haven't played this one yet, don't go running out to buy it just yet. Nintendo is working on an



updated color version of the game to be released for the Game Boy Color, so you might as well just wait for that and play it in full color.

## THE STORY

The hero of Link's Awakening is actually the same Link from A Link to the Past. In other words, this one takes place about 100 years before the NES Zelda games, too. After Ganon was defeated in A Link to the Past, peace returned to Hyrule and all was well. Being the restless adventurer that we all know him to be, Link decided to hop on a boat and take a cruise into the unknown on a quest for enlightenment. Unfortunately, on

the way back he ran into a fierce storm, and his ship was torn to pieces. Next thing he knew, he was on an island called Koholint, which was overshadowed by a giant egg atop the island's central mountain. A strange owl explained to him that if he wanted to get home, he'd have to awaken the Wind Fish that slept in the giant egg. Surely he had no idea of the huge adventure about to unfold...

## THE OUTCOME

Link made his way through eight grueling dungeons, collecting eight musical instruments that were required in order to wake the Wind Fish. Finally, atop the huge mountain, he played the Ballad of the Wind Fish and woke the sleeping giant. After doing so, he learned the secret of the Wind Fish, and before long he found himself back in the ocean, hanging on to remnants of his smashed ship, drifting calmly toward the shores of Hyrule. Was it really all a dream? You'll have to finish the game yourself to find out. We're not gonna spoil it for you.



## The Japanese Version

Original Title: *Zelda no Densetsu: Yume no Miru Shima*  
("The Legend of Zelda: Dreaming Island")  
Japan Release Date: June 6, 1993



The Japanese version of GB Zelda is, like the SNES version, identical to its U.S. counterpart. However, the upcoming remake for the Game Boy Color is actually going to be enhanced in several ways. We don't have all the details yet, but so far we know that Link will have different-colored clothes, instead of just green. There will be differing effects with each outfit color (it may be just armor, or it could be more...we're not sure yet). Some dungeons and monsters may be enhanced as well, and there will be an entirely new dungeon, too (yes!). We also know that you'll be able to take pictures in the game, and then print them out using the Game Boy Printer. Neat, huh?

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# There Are Some Nasty Bugs Going Around



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# Buck BUMBLE



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## Peripheral Reviews

## Jolt Pad

by: Innovation  
for: PlayStation  
price: \$24.99

5.0

Transparent blue jyppad with exact same configuration as standard Dual Shock. Doesn't feel as soft as Sony's pad though, and the buttons feel horrible.

[www.innovation.com](http://www.innovation.com)



silver buttons look painted and feel really cheap and nasty.

## Cooling Station

by: Nuby  
for: PlayStation  
price: \$29.99

5.0

It's a fan in a big ugly box that you put under your PlayStation. Granted it cools down your system but unless you leave yours on all day (like us)...do you really need one?

[www.nuby.com](http://www.nuby.com)

memory card holder? Hmm... hardly. It is a little drawer though. Handyish.



Yes, that is a flashing red light on the front. Why? We don't know either.

Meaty Paw is key to successful use.



## Shock Pak

by: Innovation  
for: PlayStation  
price: \$24.99

1.0

Quite why you'd want a strap-on, vibro, fun buzzer is beyond us but it all seems a bit redundant when you can just buy a Dual Shock Pad. You can have some fun with it though. ( )

[www.innovation.com](http://www.innovation.com)

## Lara Memory Card

by: InterAct  
for: PlayStation  
price: \$19.99

# 6.0

With 15 save-blocks this runs like a normal memory card, but also comes with a distinctly chubby-looking Lara Craft stuck to the end. You've got to be a real fan to appreciate this.

[www.interact-us.com](http://www.interact-us.com)

It's a memory card, with a bad-looking plastic Lara stuck on the end.



## Game Light Plus

by: Ruby  
for: Game Boy  
price: \$9.95

# 6.0

The return of the ridiculous GB additions. Lara+light+GB=cumbersome. If you want to play in the dark or something it's kinda cool—but it's very awkward. It's ditch-choop though.

[www.rubyonline.com](http://www.rubyonline.com)



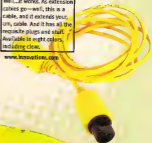
## N64 Extension Cable

by: Innovation  
for: N64  
price: \$9.99

# 9.0

Well...it works. As extension cables go—well, this is a cable, and it extends your, um, cable. And it has all the requisite plugs and stuff. Available in eight colors, including clear.

[www.innovation.com](http://www.innovation.com)



## Extreme Green Pad

by: Nintendo  
for: N64  
price: \$29.99

# 9.0

It's a standard N64 pad (which is still the best) but it's a funky one-through, day-glow green. What more could you want? The finest pad around with a greasy new look.

[www.nintendo.com](http://www.nintendo.com)  
[www.toysrus.com](http://www.toysrus.com)

Only available in Toys 'R Us stores.



Seriously cool  
recoil, like a  
"proper" gun.  
Great for  
Time Crisis.



### Virtual Pistol

by: Game Source  
for PlayStation  
price: \$99.99

**7.5**

This gun is apparently so powerful it screws with the TV. When it works properly though—it is actually very cool. That recoil is awesome, even if it does need a power supply.



Pedal is very lightweight and smaller than you'd expect. More "toe pedal" than foot pedal.

### Virtual Gun

by: Ruby  
for PlayStation &  
Saturn  
price: \$34.95

**6.5**

Not GunCon-compatible, clunky and top-heavy, but it feels nice if you use it two-handed, thanks to that meaty barrel section.

[www.aspyreline.com](http://www.aspyreline.com)



You can set how many rounds are in a game's "clip" before it auto reloads.



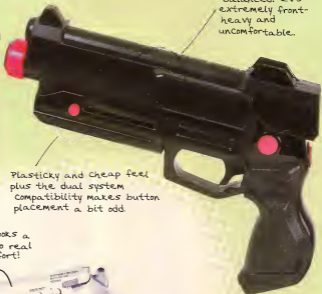
## Dual Shock Gun

by: Innovation  
for PlayStation &  
Saturn  
price: \$44.99

# 3.0

Cheap and dubious design with dodgy balance. Although it does to be GasCon-compatible we had some big problems with it. The feedback is a seriously annoying buzz.

[www.innovation.com](http://www.innovation.com)



Not very well-balanced. It's extremely front-heavy and uncomfortable.

Plasticky and cheap feel plus the dual system compatibility makes button placement a bit odd.

Maybe looks a little too real for comfort!



Really solid-feeling trigger. Easy to fire quickly.

Force feedback is a slightly irritating buzz that can be easily turned off.

## Scorpion

by: Blaze/Innovation  
for PlayStation &  
Saturn  
price: \$35.00

# 9.5

We asked a cop about how realistic this gun was, and he said if he saw someone with it, he'd shoot them. Still, it's an easy-to-use gun. Much more comfortable than most.

[www.innovation.com](http://www.innovation.com)

Very lightweight and cheap-feeling



## GunZ

by: ACT LABS  
for PlayStation  
price: \$34.99

# 6.0

Futuristic look with a cheap, dummy feel. GunZ has decent button placement and is balanced nicely, but lack of GasCon support is the deciding factor. It is cheap though.

[www.actlab.com](http://www.actlab.com)

# GRUDGE MATCH

WCW/nWo Revenge

Review Crew Scores: 7.5 8.5 8.5 8.0

Revenge plays down the flash and presentation of TV wrestling, with real WCW videos, well-animated wrestler intros, better crowd and ring graphics—not to mention shiner and more colorful visuals overall. It's got the real TV feel.



Both games hold their own here. Revenge has great crowd noises but no play-by-play, although you won't miss it.

You're limited to choosing one of the existing wrestlers and changing his name and costume (by picking from the game's meey outfits). You can swap colors, too.

Hardy's where Revenge stands out. It packs 50 licensed wrestlers, including the guys from Raven's Flock, nWo White and Red, all the Independents, plus the extra Japanese characters for a total of 70-plus in all. And if you want more, you can use the limited Create-a-Wrestler Mode.

## GRUDGE MATCH

Presentation

Sound

Customization

Characters

War Zone looks good, but its dark graphics and drab backgrounds make it more of a lightnight when compared to Revenge.

You get real audience chants, play-by-play and the genuine theme tunes for each of the wrestlers. Sometimes, it's too quiet.

War Zone's body sliders Revenge here. Its create-a-player feature lets you build a wrestler from the head down. The can customize his (or her, if you unlock the gender option) body shape, hair and skin color, every part of his outfit, stats such as speed and strength, moves list, theme music—even his status as a good guy or bad guy. Build your own army.

You only get 30 licensed characters (plus secrets like the ring girl), SUII, Create-a-Player lets you build an unrivaled roster.

WWF War Zone

Review Crew Scores: 7.5 8.0 8.5 8.0



It's a close call, but Revenge has the wrestlers, graphics and party-game feel to put it on top. If it only had War Zone's Create-a-Wrestler Mode, Revenge would be perfect.

What happens when two similar games climb into *EGM's* ring for a face-to-face showdown? Only one walks away the winner.



The WCW/nWo wrestlers are cool, sure—especially if you can keep track of all at 'em and their factions. And they are more popular than the WWF's crew by a narrow margin. But we prefer the WWF's over-the-top antics.



Someplay here is pretty basic, in that all the wrestlers share the same move commands. But that's not a bad thing, since it makes Revenge the better party game. Rookies can hop in the ring and start slammn' away from the get-go. Control is top-notch, although it's just as good in War Zone.

Revenge may have more real venues, but it doesn't have quite as many modes at play. You get the basics, plus Bottle Royal, and weapons in every mode. Still, all the important modes are here.

### WCW Champ Goldberg Says...

"When I look at War Zone, I see 16 puny wrestlers. When I look at WCW/nWo Revenge, I see me and the toughest competition anyone's ever faced in the history of professional wrestling. Which leads me to one question, Who's Next?!"



Yes.

Coolness

Moves

Play Modes

Bret Hart?

After all, if you're gonna watch sweaty men tumble around, they might as well be grade-A wockas like Marked and Undertaker. Plus, War Zone's character-specific moves make it easier for wrestling fanatics to get into their favorite characters.

War Zone is a deeper game, since each wrestler has his own set of move commands (you'll have to learn specific moves for each character). The grapple system is more complex, too, but with no reversals. Both games have about the same number of standard and signature moves.

We're talkin' modes aplenty, here. Aside from the standard stuff, you got Cage Matches, Gauntlet and Tornado Modes, Royal Rumble, Bar, Weapons Mode and lots of co-op options for multiplayer. Talk about variety.

No.



"Yeah, Revenge may have more real wrestlers, but then it doesn't have me and the unlimited amount of other kick-ass custom tough guys you can build in War Zone's Creator-Wrestler Mode. We eat real wrestlers for breakfast!"

Elephant Sak Says...

War Zone wrestler Elephant Sak created by Shawn South and used WWF wrestler's name, unable to be verified for copyright.

The Winner Is... **WCW/nWo Revenge**



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# Review Crew



Platinum Awards go to games that got four 10s, the best possible review a game can get



Gold Awards go to games whose average score equals 5.0 or higher



Silver Awards go to games that average at least an 8.0

## OUR PHILOSOPHY

EGM rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1. This is the kind of game you wish to avoid at all costs. It's pure crap, as our scale (above) explains.

In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, isn't it?

### Current Favorites

Metal Gear Solid  
Zelda: Ocarina of Time  
3. Superstars  
M. J. Davis

**Favorite Genre:**  
RPGs, Action

### Crispin Boyer



Crispin doesn't get all the gripes about Metal Gear Solid being too short and easy. It took him nearly 15 hours to beat the game the first time through, and then he wanted to play it again to see the second ending... and then again to mess with the secrets... and then again to review the twisted story. Plus, how could he skip a game in which one of the female characters gives a real-life message?



### John Davison

In a month where there have been some truly spectacular games in the EGM office, John has been getting increasingly exasperated at the truckloads of crappy games that seem to be turning up to go along with them. Screeners of "how can they possibly think people would play anything to \$8.99?" interspersed with loud and unkindly English swear words, were frequently heard booming from his office.

### Current Favorites

Metal Gear Solid  
3. Superstars  
Zelda: Ocarina of Time

**Favorite Genres:**  
Action, Adventure

### Current Favorites

NCAA Football 99  
NFL Gridiron 99  
Top Gun: Downfall  
 Madden NFL 99 (PS)

**Favorite Genres:**  
Sports, Racing

### Dean Hager



It's been months around here since the madhouse holiday game rush began. If Dean isn't playing games at work or home, he's dreaming about them. The only problem is, some of the games he's had to review this month have been giving him real bad nightmares. Hopefully real events some real new games will extinguish those fears and replace them with sweet, peaceful dreams.



### Dan Hsu

Has working on EGM's 1997 Video Game Buyer's Guide (on sale mid-November) driven Steve insane? Nintendo recently visited us with the latest copy of Zelda for the N64. Steve purposely avoided any and all contact with the game. "I don't want any of Zelda spoiled for real!" he says. Steve... Steve. We have to tell you this, but it's part of your job to check out these games before they get released...

### Current Favorites

Metal Gear Solid  
Zelda: Ocarina of Time  
Gridworld: Bob's Excursion  
 Devil Dice

**Favorite Genres:**  
Strategy, Puzzle

### Current Favorites

Metal Gear Solid  
Zelda: Ocarina of Time  
3. Superstars  
 Pac-Man

**Favorite Genres:**  
RPGs, Action

### John Ricciardi



John just returned from this fall's Tokyo Game Show, which he finally got some hands-on playtime with Sega's new-age Dreamcast. He says he was more than impressed, though he was a bit disappointed that aside from DC, the show was rather unexciting. SCE had an abysmal showing, and except for a few third-party titles (IWA, FWAA, etc.), the PS seemed pretty lame. Is it time for PS2? Hmm...

### Current Favorites

Metal Gear Solid  
MediEvil  
 Wild 9  
 Gridworld: Bob's Excursion

**Favorite Genres:**  
Action, Adventure



### Shawn Smith

It looks as if playing all of these games has screwed up Shawn's brain permanently. Recently, when shopping around for a new car, he kept asking dealers if the models came at 600,000 euros per second and if there were weapon upgrades and forward soundtracks available for them. At one point, he went way off the deep end and asked what kind of vehicle Solid Snake would drive. What a freak.

### Current Favorites

Street Fighter Alpha 3  
 Virtua Fighter 3tb  
 Gully Gear  
 Rival Schools GB

**Favorite Genres:**  
Fighting, RPGs

### Current Favorites

Street Fighter Alpha 3  
 Virtua Fighter 3tb  
 Gully Gear  
 Rival Schools GB

**Favorite Genres:**  
Fighting, RPGs

### Sushi-X



Sushi has been in a bit of a quandary. He's excited about the upcoming PlayStation port of his current favorite, Street Fighter Alpha 3, but upset that a Saturn version has yet to be announced. We often hear him mulling on and on about how great the 4-Meg RAM cart is, and how much he loves the Saturn's subscription pack. If no Saturn port is announced, hopefully we'll see a DC one...

### Guest Reviewer - Jay Silvey



Jay is a 15-year-old who has spent a good deal of his life in the hospital due to kidney failure. When the Make A Wish Foundation offered him one wish, Jay asked to visit EGM the next two days with us, hanging with the Review Crew. Since he's as hardcore a gamer as they come, we asked him to be a guest reviewer. Check out his review of Wild 9 and check back next issue for more on Jay's visit.

### Current Favorites

FC2001  
 Gridworld: BOB  
 Wild 9  
 NFL Grid 99 (N64)

**Favorite Genres:**  
RPGs, Fighting

## CRUIS'N WORLD



**Publisher:** Nintendo  
**Developer:** Eucasom  
**Released In:** N/A

Number Of Players: 1-4

Best Feature: Fast Gameplay

These Cruis'n games should be reviewed in a special category: The cheap, low-end arcade category. Cruis'n World is the kind of racing game you pull out when you gotta play a "non-gamer." Maybe your dad, or an uncle or your pastor. It's so damn simple and cartoon like that a child could master it. Now is that a bad thing? Only if you're expecting a fancy sim like Formula One or NASCAR '99 or something. Otherwise it is what it is—a simple, so-fills-around racing game. Normally I shun such fare but I found myself getting excited over this one. It's a whole new genre—any similarities to the original Cruis'n are merely cosmetic. Believe me, I wouldn't get into any racing game that used the old Cruis'n USA engine. The frame rate is really good and the speed simulation is better than a lot of AAA racing games currently on the market. Four-player is kind of slow, but not terrible. A lot of different cars are available, including a three-wheeled Gasgano and a couple GTs. On the road they all perform about the same, so it doesn't really matter what you drive. Overall what really like is the racing gameplay, it's just chugging along enough to keep your attention. My biggest complaint, however, is the developer's atrocious graphics. At this time, you're not going to get the best-looking of a race a lot. **N/A** (Outdated) **It's OK.**

Dean

Cruis'n World outperforms the decidedly less original in nearly every way. The control, graphics and frames are all already impressive (but sorry, sidon, you still can't run down the animals). I especially like the wheelies. First, it's not a stock you can pull out to leave your machine alone. Auto Mode is too slow, but at least it lets you get a chance to do a Championship Medal to keep your hot, it's still why.

Crispin

The Cruis'n games aren't about technique or excitement; they are about good fashion and arcade racing. Unfortunately, those two ingredients are just what this game needs. You know the game is lacking in technique if you can win races without ever letting go of the gas button (even on expert stages). And you know the game isn't non-relevant when you see four-player games draw viewers from the participants. Nice-looking, but I play. **Dan**

Cruis'n World is far from being my favorite N64 racing, but I have to admit, I like it a heck of a lot more than I did the original. The graphics are nice (and a lot smoother), the music is actually tolerable this time, and the Championship Medal makes for a nice addition to the game. The control is tight, too. My biggest complaint is that the AP Mode, which is only very smooth, by the way isn't really as satisfying as it should be.

John R

VRMSL — SOUND — INERTIA — RETAIL  
7 — 6 — 6 — 7

## NBA LIVE 99



**Publisher:** Electronic Arts  
**Developer:** EA Sports  
**Featured In:** EGM/ITD

Number Of Players: 1-4

Best Feature: Nice Graphics

What could be better than NBA Live '99 coming out for the N64? Maybe a Dreamcast version? Anyway, it's about time Live came out for the basketball-starved system. One can only play NBA Courtside for so long. My first impression of Live '99 is that it looks and feels like a deluxe version of Live '98. Don't get me wrong, that's not a bad thing—unless, of course, you're expecting some sort of radical new design fueled by the N64's magical processor. Don't anticipate that. Instead, expect a competent new edition to the Live series featuring classic NBA Live gameplay, good animation and a "different" Arcade Mode. That's the good news. The bad news is, it's still kind of easy. Even on Superstar setting it's not hard at all to turbo up the lane for the easy dunk. But that's what a lot of people like about the game, so no big deal. I guess. It'd like to see a bit more technique (like in NBA Courtside) but I'm not too disappointed. He disappointed in the Arcade Mode though. It's basically cartoon sound, a few fire effects and exaggerated jumping—nothing to write home about. Overall the game doesn't break any new ground, but it does offer the N64 owner a very good basketball simulation. And considering that the series has been a big success story since its launch in '86, yet, it's a high price. **Dean**

Dean

NBA Live '99 is a real solid 3-ball game that, like its PS counterparts, has one glaring problem: It's too easy! Single-player games against the CPU are a joke, even on the high-difficulty setting. The graphics and animation are nice, as is the control, but ultimately it's not that fun. It's more fun on a worthy 2P game. Multiplayer is a ton of fun, though, and it's why I probably do it all the time. **John R**

John R

It looks like the first hoops sim for the N64 (John Bryant) is still the best one. NBA Live is a decent title, but the choppy animation and erratic frame rate ruin any chance of this game approximating the current champ. And what it does with the players seems a good 300 mph with the turbo button depressed. If it's like the title comes with a surprisingly NBA level of play, then it's a good game. **Dan**

Dan

Live '99 for the N64 is a strong basketball game for sure, but it has the unfortunate job of being up against NBA Courtside, which is an overall better game. If you like your 3-ball on the easy side, Live may be a better choice for you, because the CPU AI is a joke. Since the whole thing's not much fun that hasn't been done before. As with other games, Live '99 isn't all polished. It's a good game to play with, but it's not a great one. **Sushi**

Sushi

VRMSL — SOUND — INERTIA — RETAIL  
7 — 7 — 7 — 8

## RUSH 2: EXTREME RACING USA



**Publisher:** Midway  
**Developer:** Atari Games  
**Featured In:** EGM/ITD

Number Of Players: 1-2

Best Feature: Improved Control

Rush first gave you wheelies and head out to the wide-gauge slalom because Rush 2 is a heck of a lot better than the original. For starters, car control is much more refined and responsive. Whereas last year you could hardly turn more than 30 degrees, now you can do a U-turn with ease if you need to [well, not quite, but...] it's nice to weave in and out of traffic looking for the right lane with the new agile cars. Also key are several new mod options. Beyond suspension, tires, acceleration and the other standbys, motor type, torque and durability are also included. Picking the right engine is key on some of the more challenging tracks. Retrieving certain power-ups requires massive jumping power and some engines just can't handle it. In appearance, the cars are more detailed with a lighter paint scheme and better shading effects. In fact, the entire game has been sharpened-up over last year. It's not really as foggy and grey light-sounding as it used to be. As for wheelies, finding all of the keys and Dew Cars per track is tough, but the rewards are worth the hassle. The search adds many hours of play. The new street track is a blast as well. Overall, Rush 2 is a worthy sequel to the original. **Dean**

Dean

Rush 2 is a good racer for anyone who doesn't mind repetitive, mindless gameplay. Although, the keys and medals in Drive are too damn hard to get. The game is a lot of fun to do, but it's not that fun to play. The start time is the best part of this title.

This is a good game, but it's not that fun to play. The start time is the best part of this title. **Shawn**

Shawn

You have to wonder if the developers of this game have ever actually driven a car before, because the way it controls is totally wretched. You'd expect, given play is much better than the original game though, it feels like you're on a roller coaster. The controls are not that good, but the graphics are horrible. It's not much fun to play, but the smooth handling is what makes it so good. **John D**

John D

Forget the NASCARs and F1s. If you want a good sim, you'll find it in Rush 2. The game is a lot of fun to play, but it's not that fun to play. The start time is the best part of this title. **Dan**

Dan

VRMSL — SOUND — INERTIA — RETAIL  
7 — 6 — 6 — 7

Worst Feature: Weak Opponent AI

www.nintendo.com

Worst Feature: Why Top Easy

www.easports.com

Worst Feature: Still A Little Too Foggy

www.midway.com

## TOP GEAR OVERDRIVE



**Publisher:** Kinoko  
**Developer:** Snowblind  
**Released in:** N/A

Number Of Players: 1-4

Best Feature: Solid Gameplay

Worst Feature: Car Blow Up Too Early

www.justfantasy.com

I'm surprised by how much I like this game, especially since I wasn't a fan of Top Gear Rally. Top Gear Overdrive looks and feels more like a PS racing title, only a bit smoother and somewhat faster. Actually, make that a lot faster! The frame-rate is really impressive. **Flying through a race firing off turbo is a blast.** It's like a controlled roller coaster ride. Decent racing gameplay keeps the cars on the track for the most part. A little dose of power sliding and jumping are heavily featured, but not to the point of stupidity (as in San Francisco Rush). Mainly winning comes down to finding the short-cuts and using them consistently. Occasionally it seems like you "magically" jump up four to five positions but not all the time. Finding those shortcuts can be a real challenge, but lots of fun. Overall, I get that tingly "I'm-obsessed-with-winning-all-the-races-in-one-sitting" feeling. That's a good sign. Also, while some of the high jump stuff, like spiking on walls and pelican lane, is still really fun the trick. Plugging in the RAM Pak increases the frame-rate and resolution, though it's not all that delightful. The game is always good-looking. Car selection is cool too—the new VW Bus, SUVs, Cameros—they're all good, well, they're not the real cars, but still. Overall, a very good game.

**Dean**

TGO isn't even as in-depth and real as Top Rally is, but ultimately it's a lot more fun to play. The graphics are excellent if you've got a RAM Pak, but even better, and the control, once you get used to it, is spot on. The track designs are impressive (well, long shortcuts are mostly), and being able to play the Chevy Nova with up to 16 players. The music is good, and cars blow up too early but otherwise I'd like To Overdrive.

**John R**

Top Gear Overdrive and WipeOut 64 is one of the best PS1 racing games. Sure, there's the nice Top Gear Overdrive but the most realistic racing I've ever played. I had more fun working my way through the game than I've had in any other racing game in the system. I attribute it to the variety of courses, well constructed lap/loop/dash system—the game just feels right. It's definitely worth a purchase.

**Shawn**

It seems like there's been an avalanche of racing titles for the PS, but recently Top Gear Overdrive is certainly one of the better efforts, but it's definitely an acquisition. Each track has many shortcuts to find, which are really fun to find. The steering isn't too loose at which you can spin. A very fun and addictive racing game. In a ball of enthusiasm, I would say this game is fun and challenging in a blast. Worth a try.

**Sushi**

VISUALS 8 SOUND 7 INGENUITY 7 REPLAY 7

## TWISTED EDGE SNOWBOARD



**Publisher:** Midway  
**Developer:** Boss Game Studios  
**Released in:** N/A (USA)

Number Of Players: 1-2

Best Feature: Easy To Master Tricks

Worst Feature: High-Friction Course

www.midway.com

With 200+ Snowboarding out, I can't think of a good reason to bother with Twisted Edge. Actually, I can think of two reasons—1), if the control and the problem with landing in 200+ really rubs you the wrong way, or 2), if you enjoy spending your hard-earned dough on average games. I only hope you weren't that disgruntled about the control in 200+. Oh, on to what makes Twisted Edge such an average snowboarding game. First, the game is best described as slower. It's strange to think of a snowboarding game as such but it's true. Why? Each course you play and each short track you sail down doesn't have enough shortcuts and variety to keep your interest. If you just go down a particular track, see a couple of sites, jump a couple of jumps and move on. I expected more from the courses. The modes of play are the same way—they're pretty cut-and-dry. Two-player play is also a major letdown. That's half of the fun of snowboarding games. I want to compete in a bunch of different ways—not just on a downhill course without such variety on many jumps. On the good side, the stick analog is. Twisted Edge is very friendly. Once I learned some of the moves, doing them was surprisingly satisfying and quite fun. It's a good game. It's not the best snowboard, but it's not too bad.

**Shawn**

We've reached the apex of the "fast" snowboarding games. From the success of the original Cool Boarders comes the latest at the helm. But instead of a highly refined learn-from-the-others entry we have a simple, mildly impressive, arcade slider. Mediocre sound and commentary mixed with easy-to-learn stick controls and fun-but-lame physics make for an amusing but limited game. Taken for what it is, it's decent.

**Dean**

Twisted Edge Snowboarding looks good, sure, and it packs plenty of easy-to-perform tricks, but I really see no reason to try and play it if you have alternatives. Immensely enjoyable, which offers better graphics, more challenging track system and better tracks overall. Speaking of tracks, TES needs more of them. I don't see the track-making trick used here, and so many repeats. Racing for the hard snowboarder's only.

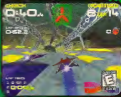
**Crispin**

How many crappy snowboard games do we have to put up with this year? All of them. This looks reasonably nice but suffers from R-BOY, slow 3D rolling controls and a lack of having one explicit control. As you'd expect it's full of "features," which means you can expect a mediocre feature: a screen freeze. Inappropriate. Impassioned. The "hard" slider? What the hell is that mean? Don't bother. Bummer!

**John D**

VISUALS 6 SOUND 5 INGENUITY 5 REPLAY 5

## WIPEOUT 64



**Publisher:** Midway  
**Developer:** Pygmalion  
**Released in:** USA (USA)

Number Of Players: 1-4

Best Feature: Incredible Sound

Worst Feature: Nearly Poly-90-90

www.midway.com

This is WipeOut, yes? That 3-year-old PlayStation game, yes? The one that had all of the hip music? Why the hell did Pygmalion bother? Well...amazingly—it's because they could pull it off. Somehow, using the miracles of the PS's MIDI chip, we are treated to some of the best music ever on the system, including "real" stuff from Fake and the Proseleheads as well as remakes of many of the tunes from the PC version of WipeOut XL. And the Mix pad is pretty much perfect for WipeOut. It's not until you've played it on a mixing pad that you realize that it's actually a beautiful and oddly relaxing game. Also, while previous versions were fast—this is by far the speediest yet. In the game's most extreme mode things get completely out of hand as you hurtle around the tracks at polygon destroying pace, and if anything, that's WipeOut's biggest problem. While the gameplay is top, the graphics engine doesn't seem to be able to keep up and these moments pop up on the more complex tracks. It does retain its sense of speed in Multiplayer Mode, though. WipeOut always needed some extra speed. And the Split screen Mode is just what we needed, especially Four-player. It gets it. Well, it's not the best, but it's a pretty good one. It's not, but it's better than F-Zero XT is, but it's a good part of a classic.

**John D**

There isn't anything majorly wrong with WipeOut 64 aside from the game's difficulty and the horrible pop-up in most of the courses. Coming around a turn and seeing what seems like the entire universe pop-up before your very eyes is a bit unsettling. Other than that the graphics are fine, and the frame-rate is incredible. It's so fast, in fact, one just isn't really self-aware. I've been a fan of WipeOut for a long time, so I may go for it.

**Shawn**

One of the original games that brought the PS into the spotlight it makes an impressive showing on the PS. WipeOut 64 is much better than its PC, but the "speed" just isn't there. It's even faster in some cases, a lot faster than F-Zero X. The Challenge Mode is well-balanced and fun to play, but it's not the most challenging. It's not too much, in fact. Multiplayer is a huge up and down, and as always with WipeOut, the sound is great.

**Dan**

WipeOut 64 turned out to be a lot better than I expected. The graphics aren't much better than WipeOut for the PS, but the "speed" just isn't there. It's even faster in some cases, a lot faster than F-Zero X. The Challenge Mode is well-balanced and fun to play, but it's not the most challenging. It's not too much, in fact. Multiplayer is a huge up and down, and as always with WipeOut, the sound is great.

**John R**

VISUALS 8 SOUND 8 INGENUITY 6 REPLAY 7





## Rule 76b

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## BOMBERMAN WORLD



Publisher: Atlus  
Developer: Hudson  
Featured In: EGM 199

How typical. The PlayStation gets its first Bomberman and they force it a little taste of 3D. When will the good folks at Hudson Soft learn? Bomberman games are perfectly fine from a top down, 3D perspective. Objects on the screen tend to get in the way in this 3/4 isometric view. Sure, it does n't sound like a big deal, until you run into an enemy or a bomb hiding behind a tall tree. Also, a significant chunk of the upper-right and lower-left corners don't fit on any TV screen, because of this same stupid perspective. As my friend Jim Cordeiro sarcastically stated after losing a few lives in those invisible and deadly corners, "Item's a rip. When designing a game, make sure the playing area is visible." Some of the multiplayer stages are also poorly designed—some are asymmetrical, others have floating platforms that again, obscure a good portion of the playing field. As a bonus note, the game has several great options, like getting to pick what powers you end up using. Classic mode of picking a starting special power for the Challenge Mode. The difficulty levels are in spots when you pick an AI ally only in one stage for each of those two categories. This game sort had to be given a 3.0, but it's honestly a good game. A more detailed assessment is available at [www.ign.com](http://www.ign.com).  
Dan

Bomberman might be closer to an old school Bomberman game than other "3D" updates. It's seen "The one-player game, as you'd expect, is fun but mostly needless, with bosses that force you more. Obviously, the Multiplayer Mode is where this game is the most fun. Unfortunately, the three-quarter perspective makes a scene, some of the bombs a bit tricky to throw. If you need an alternate, it's nice to see Blast Mode."  
Shawn

Yawn. Hudson's beginning to get on my nerves. They're milking the Bomberman franchise to death, and as a result, we're getting totally stale, elongated titles like this one. Bomberman World is unappealing to say the least, with completely generic stages, lame bosses, and a "3D" viewpoint that does nothing for the classic side-scrolling. It looks a little flashier. The game's only saving grace is, obviously, its Battle Mode.  
John R

Why mess with something that's pretty much perfect? Why risk most on giving the graphics a "3D" fix, by skewing the action of an already perfect layout so loose that the controls don't fit the arena? As both a one-player and a multiplayer game, this is neither an attempt at spicing up Bomberman, it's a direct play-off, but unnecessary. But, hey, it's fun, but a snail's pace, so I've decided to let it pass where Hudson's not.  
John D

Number Of Players: 1-5

Best Feature: A Lot Of Cool Options

Worst Feature: The 3/4 Isometric Perspective

www.playstation.com

## BUSHIDO BLADE 2



Publisher: Square EA  
Developer: Lightlight  
Featured In: EGM 199

Patience will be rewarded. I was initially disappointed with the sequel to the highly original samurai slasher. The characters are beautiful, but the overall detail in the environments took a step back. The fighting mechanics were simplified to two buttons and the music is much more sparse. These seem like pretty big drawbacks until you consider what was gained over what was lost. The environments are definitely smaller, but they still allow for plenty of running space while focusing on the action more effectively. The details in the characters' clothes and weapons are much more noticeable. The simplified button scheme eliminates unnecessary slashes and separates the individual styles of each of the characters and variations of weapons efficiently. Last, but not least, the ambient sound has more moments of silence than the original. You don't know how effective this is until you hear a single bird chirp break the silence of an entire reach. As much as traditional games are played, there are still a few things that are pretty missed and were not replaced. You can't longer take out an opponent's leg or fight against from the ground. You also will not be covered in bandages when you're hit. You can't see the enemy's health bars in real time. I would also say and contact. Don't overlook this one.  
Sushi

Although the novelty of its gameplay has worn a bit, Bushido Blade 2 does still offer a great, fun, and its tweaks—mainly, speed, cut control, and a blocking—put a fresh spin on the fighting genre, and together, the new control system to the old. The graphics, on the other hand, have taken a step backward. The year, all of which are small, suffer massive pop-up look back. The 3D mode is a bit blurry, too.  
Crispin

This one's odd. On one hand you can argue that the more complicated moves and that allows you to shift stances and add your center of balance, while on the other you can view through the one-player game in minutes. It's an undeniable change from run-and-gun-style fighters, but there's an awful lot of sword-fighting challenge. It conveys the feel of sword fighting in a way, but only the top games could be compared to.  
John D

Having not played the original Bushido Blade, we're making a guess looking forward to getting into this. Unfortunately, while some of the concepts are great, the overall look fails to impress me. The environments are way too limited they were cooler in the original, and despite the obvious depth in the game, it just doesn't. It just isn't all that much fun to play. It's not terrible, but it was made hoping for something and a sequel that.  
John R

Number Of Players: 1-1

Best Feature: Realistic Swordplay

Worst Feature: Lost Some Cool Features From The First

www.squareenix.com

## COOL BOARDERS 3



Publisher: 909 Studios  
Developer: 909 Studios  
Featured In: EGM 199

Although Cool Boarders 3 looks nice, it suffers from an unfriendly track system, inaccurate hit detection and an overall lack of gameplay. It's not a terrible game mind you, it's just not that great. CB3 is definitely a few steps above the Boarder from E3'98, but honestly, that's not saying much. The intro, interface screens and art style are done really well, except they look a lot like every other snowboarding game out there. I enjoy the number of events, characters and moves in the game, but then I try to control those characters and do those moves and it all falls apart for me. Using the shoulder buttons, regular buttons and the dirt should be used to pull off a move can be tricky as well. In addition, trying to start come in first with a good number of trick points is crazy. In fact, the computer couldn't even do it in the game's demo. The hit detection didn't make doing moves any easier. Sometimes it'll barely touch a rock, pile and totally hit. Sometimes it'll jump up inside a rail and just run through it. I was kind of right. The first Cool Boarders and CB2 had more of an arcade-like feel. Unfortunately it's been lost in CB3. Overall, I'd buy this one before you start getting into snowboarding, but overall, that's not a good idea. I'd say it's a decent, but it's not a good idea to buy it. It's a decent, but it's not a good idea to buy it. It's a decent, but it's not a good idea to buy it.  
Shawn

I gave a pair of buggy trousers. I can appreciate that Shawn's Snow sheds a little bit, but I don't, however, appreciate the traditional "feel" of snowboarding. The third "Cool Boarders is just like the other two, only now you can't see your opponents' lead. Rich says, and the graphics are a bit better. I'd like some new moves and it's got some 3D-style bumping. But it's just not a good idea to buy it. It's a decent, but it's not a good idea to buy it.  
John D

As a new build, CB3 has been loaded up with plenty of new tricks, tracks, characters, and boards. It's a fine and good but cool seems like performing tricks is too easy. Unfortunately it sets a lower standard to the game as well. A bit more challenge and reward would be nice. Otherwise the game play and motion are the best. The punch option is good for a little bit, but it could keep you escaped for a long time.  
Dean

So, it's another snowboarding game, alright. Cool Boarders 3 may be from a new developer, but the same old, same old gameplay is getting kinda stale—despite the load of new tricks and modified tricks system. Still, here of the new game should be happy with the 3D environment, the quantity of trick combos and the graphics. It's a good, but it's not a good idea to buy it. It's a decent, but it's not a good idea to buy it. It's a decent, but it's not a good idea to buy it.  
Crispin

VISUALS SOUND INNOVATION REPLAY  
5 5 4 6

VISUALS SOUND INNOVATION REPLAY  
6 6 7 6

VISUALS SOUND INNOVATION REPLAY  
7 6 5 6

Number Of Players: 1-2

Best Feature: Nice Graphics

Worst Feature: Lack Of Structure

www.playstation.com

## DEAD BALL ZONE



Publisher: GT Interactive

Developer: Iga

Featured in: EGM #10

Number Of Players: 1-2

I need a little story for this game. Dead Ball Zone is fast, fun and slick-looking, not to mention highly reminiscent of the Amiga classic Speedball. But with future sports games being a bit of a cold fish to most players—and with so many high-profile PlayStation titles (NBA3—ever hear of it?) on the way—the lot of you probably won't give DBZ a second look. Trust me—it deserves it. With its ultra fast gameplay and over-the-top violence (so violent, some players actually vomit), DBZ is both exciting and addicting—especially when in Two-player Mode. **The game does take some getting used to.** Although you can choose from several camera angles, the action moves so fast sometimes that the ball gets lost among the clutter of any players Central is bricking, too, since every button on the joystick is used for something. And mastering the combos takes a lot of effort. But once I figured everything out, I really got into DBZ. **Multiplayer Mode is surprisingly deep,** with pre-built custom teams you can pit against those of other players. This mode has you tracking players, experimenting with formations and making injured athletes feel. If such activities don't excite you, however, you're in a bad spot here. You really need to tweak your team from 100 points (a 40-point game makes life in the game).

Crispin

Best Feature: Building Custom Teams

Worst Feature: Hit Of A Moving Curve

I've always enjoyed realistic sports games. Dead Ball Zone is one of the better-looking in this genre. It plays like a virtual mix of soccer and the way Game Boy 2D. The game looks fantastic with its silky smooth animation and nice lighting effects. **It's especially fun to treat itself like a soccer fan.** **ES Sports game—you can customize and save your team through the season and take over the team's position. Nice touch!**

Dan

I was a major fan of the original PlayStation Speedball and Rage! So I was interested in a sequel that has a lot of new features and updates. This great feature is a new mode. Normally this kind of thing is only a cosmetic cater to the basic gameplay of DBZ but it's easy to get into and especially good fun as a two-player game. It's not as addictive or anything, but it's a neat, complete little throw-in.

John D

This fantastic soccer-like contest has its moments as a single-player game. But the most part of the experience is pretty hard to beat. Usually in two-player mode, only one can play this game. The fun comes from making development in the game's next in part. **It's time you can't do in a sports game.** **So you can do here!** **But even so, only multiplayer. I wouldn't get too excited over this mediocre title.**

Dan

## DRAGONSEEDS



Publisher: Jaleco

Developer: Jaleco

Featured in: EGM #12

Number Of Players: 1-2

Dragonseeds is a great example of a bad monster-breeding game. Just like any other breeding title, you must raise your monsters to be better fighters. **The battle system is completely random and consists of you trying to guess what the other creature will do.** There is absolutely no skill in this, and having a strong monster increases your odds of doing more damage at best. There are only a handful of ring games to strengthen your creature, and it's very frustrating to spend hours building up your monster only to leave victory in the hands of total luck. There is no story to speak of and the battle mechanics are very weak and lack depth. The graphics are subpar as are the character designs. The game is also very small and limited in scope, with only the one town and nothing to do in it but buy items, play one of two ring games, and fight. It seems like there could've been so much more to Dragonseeds, which would've made for a potentially interesting title. **A better battle system would have gone a long way in salvaging an otherwise lackluster game.** As it is, it's too simplistic and wouldn't even be competing enough for a younger audience. Overall, I just wouldn't recommend this game to anyone who's looking for a good monster-breeding game. **It's just a waste of time and cash.** **It's not even that good a waste of time.**

Sushi

Best Feature: The dragons

Worst Feature: Random Gameplay

I enjoy exploring Dragonseeds' complicated and intricate workings and capabilities with the brain, dragon-type 3. **The bad, rock-paper-scissors-type fights make for some really repetitive fights.** And by the way, Master Gard Battle, which could've been an excellent addition, just isn't a very good idea. **It's not even that good a waste of time.** **It's not even that good a waste of time.**

John D

A monster-raising game can be fun, if the gameplay is well thought out. Dragonseeds is a good example of a game that is not. **The game is a waste of time and cash.** **It's not even that good a waste of time.** **It's not even that good a waste of time.**

Dan

The more I play games like this, the less I like them. This is not Dragon Seeds, but this is what you have to be into the whole thing. **The type of title to really appreciate making a creature from birth, but it's not a great idea.** **The game isn't going to bring you into a better, living kind of person if you're not a fan.** **If the battle was more, some wild and crazy, it would be really, I know how to play the game.**

Shawn

## DUKE NUKEM: TTK



Publisher: GT Interactive

Developer: Spoo

Featured in: EGM #10

Number Of Players: 1-2

Early on, Duke Nukem: Time to Kill looked like it had potential. The game has some Raider-esque exploration and gameplay elements mixed in with Duke Nukem's tradition of take-me-as-I-am attitude, humor and badass action. **How could you miss? Easy. Make everything sluggish.** While taking the action controls, the movement...everything, for example, you can't move right away after landing from a standing jump (not only that, but the jumps are real flaky). With analog, Duke has a slight delay when switching from a walk to a run. Running into some walls can stop you cold. "Timing is slow. Etc., etc." All of these complaints are pretty minor by themselves, but put them all together and you get one very messy game. Try jumping around platforms or running around tight corners—you'll see what I mean. Too bad...the could've been fun Two-Player Mode is all but completely nonexistent because of these poor controls. **The only thing that kept me sane while trudging through this game was my yearning to see what the next stage looked like.** Each level looks great and is a lot more interesting than the low-awkie themed worlds of other recent titles. **Nevertheless, if you're looking for a great Duke Nukem game on the PS, look about it. This is stinker.** **Time to Kill offers more graphics than about it.**

Dan

Best Feature: Level Designs

Worst Feature: Control

OK, so it's Duke meets Lara. And yep, some of the levels are a sight to behold. And yep, I found myself getting chills (and a few laughs) at the end of some of the levels. **It's not even that good a waste of time.** **It's not even that good a waste of time.** **It's not even that good a waste of time.**

Shawn

The fact that one of my favorite bands, Mötley Crüe, is featured in the game is a pretty cool thing. **The fact that one of my favorite bands, Mötley Crüe, is featured in the game is a pretty cool thing.** **The fact that one of my favorite bands, Mötley Crüe, is featured in the game is a pretty cool thing.**

John D

Remember I'm not sure I like Duke in this even though the adventure format. **Some you can design neat jumps and climb stuff and do some cool stuff, but it just doesn't seem to be that fun.** **The attitude is in a bit of a time-time. Time to Kill doesn't offer a good challenge and involved play. The graphics are a bit on the grainy side and the sound is just OK.** **The only reason I'm not giving this a 5 is because Duke fans should be nice.**

Sushi

7 7 7 7 7

7 7 7 7 7

7 7 7 7 5

www.egm.com

www.jaleco.com

www.gtinteractive.com









## ODDWorld: ABE'S EXODUS



Publisher: GT Interactive

Developer: Oddworld Inhabitants

Featured by: EGM #179

Since Abe's Exodus is only a sequel in an unusual sense (it's sort of a filler game, like an expansion pack—see issue #86), I can forgive that it plays almost exactly like the original game. Oh yeah, "none of the same" is also easier to swallow since the original is so damn cool (don't let me throw you off, however—Exodus has a few new gameplay elements worth checking out, like multiple Muddok control). Perhaps my favorite addition to the engine is the ability to quick save your position at any point. Frustrated critics of the very tough Abe's Exodus can now have a little peace of mind knowing players can go over one particularly tough puzzle over and over, without having to back save early screens after dying. First-time Oddworld players may become intimidated by Exodus' expanded features...you'll have to memorize over a dozen different button combinations to get Abe through the game. Luckily,

Exodus has fantastic lateral system that gently breaks in new players and old hands after an hour or so of play; you'll get used to the controls and commands with little trouble. So you're an Abe fan, here's another excellent title. More Oddworld Inhabitants for you to check out. If you've never played the original, don't miss out on this wonderfully delightful world and addictive gameplay.

Dan

Abe's Exodus is everywhere the previous year's was absent. There are still a lot of annoying puzzles when trial and error is the only way to advance, but with a lot of lives available, as you need to just a little patience. Anyway, all characters being able to do Grog's job is a great feature...and so is the whole editor mode. The story, graphics and gameplay make for a memorable gaming experience. This one's a solid buy.

Shawn

So what if Abe's antics aren't quite as fun as they once were, around. This sequel (more like a revision pack, really) will still impress fans of the original. With a few new items, more control options, etc., adds welcome depth to the experience, without mangle the game's old core (Kludged, Aed, of course, but superb graphics, animation, and a well-handled version of the original world).

Crispin

Abe is back and he's sweeter. On the big screen, about the first game were certain beautiful cutscenes and instant points. These have been lately addressed, making this sequel nearly flawless. Incredible camera packed with humor and emotion blend so easily with the action. Great sound effects and tight controls that let you experience the quest as long with only a handful of save slots. This is a masterpiece for PlayStation owners.

Sushi

## POOL HUSTLER



Publisher: Activision

Developer: ASK

Featured by: EGM #181

I consider myself a pretty good pool player in real life so I was pretty anxious to put Pool Hustler through its paces. I was really surprised by the realism in the game, with precise ball physics that leave little room for error. Too little room unfortunately. One of the fundamentals of videogame pool is to concede that you can't accurately portray the depth of the table and the balls (with current console technology). Virtual Pool on the PC is the exception, so you need to compensate and make it more forgiving. The old Side Pocket never did this really well and so does Backstreet Billiards. Does this make Pool Hustler a bad game? Absolutely not. You just have to retrain yourself to the exactness of the game. It's necessary that you do because the computer-controlled characters don't mess around. After the first moderately challenging run, you get thrown to the wolves. This game was cheap at first, but spending some real time with the game through the newly forming Mode add package will allow you to compete on even grounds. Because of the learning curve, this isn't just best game for multiplayer action, you compete against others, that know the game well. This is a great package for console pool, but there's no way to speak of this one. In particular, readers only.

Sushi

Pool Hustler pales in comparison to Backstreet Billiards. The controls aren't as intuitive, but the other offers two fun pool titles. Variables (four vs. 8D's) and the playing is very hard to get down pat. The game, however, is better than a high-resolution cue ball is easier to see and therefore, not accurate. Not the top-down view. Overall, Pool Hustler is very fun experience. **ASK Letter Pool is more exciting.**

Dan

I have got set down with a pool game and played it consistently since Side Pocket on the PC. I must admit that the goal isn't being my superior. Pool Hustler is actually a game play. The physics are excellent, and the control setup is very easy to get into. The important factors in any game of this type. A large variety of game choices would be seen like the original, but I believe that you can't be a real pool player if you don't have a real pool table.

John R

The trickier of the two pool games was reviewing last month, Pool Hustler requires some serious practice—and even more patience—before you get the hang of it. Its playing guide doesn't hold your hand like Backstreet Billiards, forcing you to learn your virtual pool skills if you're going to win any long-term that simple shots. Trust me, it will be more fun with a much better party game. Still worth a couple tries.

Crispin

## RUNNING WILD



Publisher: 3DO Studios

Developer: Universal Interactive

Featured by: EGM #180

Kids will love Running Wild as soon as they start it up. Here's why: The game's early areas are bright, colorful graphics in every level and the cast consists of all sorts of cool-looking animals, both male and female. It's kind of like playing an episode of Barney, except not as dopey and there aren't any sneaking kids or dinosaurs around. The graphics are pretty decent (with an incredible frame-rate), the controls are very easy to get into and the overall feel of the game is right. Running Wild is quite fun but it's not what you'd call an intense race. Take a game like Mario Kart on the N64, for instance. Although Mario Kart's characters are about as comical and cute as they come, the racing aspect of the game can get intense. Running Wild on the other hand (even though it can be difficult at times) doesn't really get that intense. Instead, you play through the game, have a good time but then realize you finished it in a day...maybe two at that. There may be a little more play, you open to alter tracks, certain levels of play—WIN OPTIONS, Boats and characters, etc.—but even that stuff doesn't get that intense. If you like a more straightforward game, or you like to have a lot of fun for that matter, look into Running Wild, it's not the most impressive work with the best, but it's a good one for what it is.

Shawn

If you can somehow master either of a racing game, you're going to enjoy this one just as much as Running Wild. Although I wish it had more tracks, the overall fun and variety of levels, bits and shortcuts, and the game's depth that its for older players. Approaches leads you to be busy. Still, every track are too similar to each other, and its not very much more fun than the last. At least you can have a smooth four-player race.

Crispin

Review: Who had potential. It's fast, funny, and fun. Yes. The level design? OK. Stage has a nice, simple, but nice, speed boosts with power-ups. It's not only do you have to be a bit of a boss, you have to use your skills and strategy to get past the first few levels. But you know what sucks? However, Wild only has six tracks. They are a bit of a pain and the first two, but the last two are the best. The game is a masterpiece.

Dan

The whole premise of this game is great. Everything from the "kiddy" apricot-looking animals to the black-looking 30 track number. It's so simple, fun, and easy to get into. The best of that, there's very little depth. Outside of speed, size, and a few other odd power-ups, nothing and jumping are the extent of the controls. On the plus side, it's really fast, but that alone isn't really selling the game to me. This is a game for the kids.

Dean

VISUALS 9 SOUND 9 INGENUITY 8 STYLE 7

VISUALS 7 SOUND 7 INGENUITY 6 STYLE 7

VISUALS 6 SOUND 5 INGENUITY 5 STYLE 5

Number Of Players: 1

Best Feature: Quick Save Feature

Don't Feature: So Many Commands To Remember

www.gtinteractive.com

Number Of Players: 1-6

Best Feature: Realism

Most Feature: Not Enough Play Styles

www.activision.com

Number Of Players: 1-4

Best Feature: Speedy Game Pace

Most Feature: Cliffhish Look And Feel

www.3do.com

## SMALL SOLDIERS



Publisher: DICOMATS Arts

Developer: Dreamworks

Featured in: EGM #228

**Small Soldiers**—a decent movie. **Small Soldiers**—a below-average game. Why? First we have the hit-deflection problem. There's nothing more fun than getting stuck on a wall, in a doorway or on an object—especially when an enemy is laying into you with a rocket. Notice the sarcasm. Next we have the control. This is by far the biggest problem in the game. Let me explain—when moving forward, your character has a certain resistance that builds up. As you turn right or left, he continues to move forward with a sort of arc movement. Although this may not seem like a problem, when you're near a ledge, in a narrow corridor or trying to target an enemy, this control flaw (at least what I consider to be one) is REALLY annoying. So you have to literally stop, then turn and then move in the direction you want. Otherwise you do this annoying forward arc thing. Those two major problems take the fun out of the game. It's unfortunate really, considering how cool the story behind *SS* is (saving the jackasses behind the Commando Elite and the Gorgonites instead of simply kicking the movie into a grave). In addition, the graphics look great and the AI style creates a great mood. Two-player play is fun but again, the control is an issue. Overall, rate this one. I wouldn't recommend buying it.

Shawn

Why make a game of the film that isn't? Why make a game of a film that was weak, but featured visuals and that not so said word anywhere in the game? Why make the controls appalling? Why make the controls difficult so bad you can get stuck on surfaces or even lie around on a spike? Why make the "turning circles" of other characters so hard, that it's important? Why bother with this complete waste of space? **John D**

Well here's a surprise—a movie license game that has little in common with the flick, which is best. (You're not just a kid, NAT so surprised). However, is that **Small Soldiers** or **Small Soldiers** as a **fast** or **most** movie-based game. Although the graphics are really quite good, the controls of a dull, repetitive, and/or things like screen shaver with sluggish controls and horrible camera problems. Even the two-player feature isn't that good. **Crispin**

An interesting film license coupled with a great third-person adventure game equates about 40 hours of your life you'll never get back. The environments and most of the special effects are nice to look at, and the missions have multiple tasks to accomplish. The problem with all this is that we've seen this all before. It's almost a quality the number one of all titles, which leads to a rather bland and unexcited world. **Sushi**

Number Of Players: 1-2

Best Feature: Nice Graphics

Worst Feature: Annoying Control

www.egm.com

5 6 3 4

## STREAK



Publisher: GT Interactive

Developer: SingleTrac

Featured in: EGM #181

Is anyone else getting tired of all this snowboarding/skateboarding/culture getting slapped into games? Everywhere you look now there's some "dude" with a stupid name like "Eddie" or "Graevens", some big prozars, a haircut silder than mine and some kind of gear. At least **SingleTrac's Streak** has a go at being a bit different. Rather than straight snowboarding, **Streak** moves in a lot of ways out to keep things exciting, and has everyone snowboarding around on Back to the Future-style hoverboards (or GenBlades as they're pompously referred to here) so that you don't have to worry about hits. As an overall package **Streak** isn't particularly bad. The graphics are above average, although nothing to write home about, while the action is reasonably slick, and surprisingly fast. Overall though, it's just overbearing, unimpressive. The controls are fine, although a little sensitive if you use the analog pad, and the track design is very effective. Parts of some track-decide back on themselves and incorporate some unique bits of scenery (the graveyard and carnival tracks are both notable) but nothing here is spectacularly original. It's a nice, solid racing game that suits itself to two- or four-player with the kick-off—but in the end it's still one of those "pleasantly forgettable" products. **John D**

Further proof that SingleTrac is keen on recapturing its old status for GT Interactive, **Streak** is like a better-playing Jet Set Radio with tracks. And it, like its second cousin, **Fast** (with **Streak**), Trac's puncher for pattern and spins on track gameplay ideas instead of merely granting points, successful tricks boost top speed—a nifty idea. Plenty of cool tracks and the limited multiplayer mode. **Crispin** definitely deserves a nod.

Give this one points for originality. The tracks are very creative (especially the carnival and victory fun) to race on, only weak parts of them aren't quite so unique. The frame rate is fine, even during background-heavy areas. Also like the confidence meter and turbo-boost options. Both increase the racing gameplay to a higher level. Overall, **Streak** feels like a speed-bling game, only with featured race interesting. **Dean**

**Streak** is fun-out fun, but that fun comes at a cost. Game and all kinds of other bugs ticks to make jumps when you won't think they're possible, but the collision detection is a sensitive part, this isn't judged by the only track layout that makes you work for every jump. Many tracks end and open again to be fully required in order to advance to new worlds with enough great AI difficulty and hard, but nice. **Sushi**

Number Of Players: 1-4

Best Feature: Surprisingly fast

Worst Feature: Overhead-only Avenue

www.gametracks.com

7 8 7 7

## TEST DRIVE 5



Publisher: Accolade

Developer: Pitbull Syndicate

Featured in: EGM #110

Compared to last year, **TD5** has more of everything: cars, tracks, physics, animations, etc. It's even running in high-res. It's all very nice. Pitbull did a great job of improving this once-racing title. I only wish they would've tweaked the racing game play a bit more. On one hand, it's very fast and smooth with really good speed emulation. It actually looks like you're going fast when the speedometer says you are. Surprisingly that's something a lot of racing games screw up. So that's all fine, but while it's fun to go fast it's very good to have to go fast, control the car, and keep up with the AI opponents. Often, a dip or bump in the road will send you flying or spinning out, putting you out of the race instantly. Momentum killers is what they are. And too many of them exist in the game. It's just too frustrating to play in the Cup event when every race must be run flawlessly to place in the top 3. At least in the single race option you can adjust your car to the course. Slightly less fun? I'll opt out on the Cup races? I had the most fun just trying to improve my times in Time Trial Mode. Overall, I'd still rather miss around with **TD5** than with 95 percent of the PS racers out there. After all, what other title offers such a cool mix of cars? While the gameplay gets closer to **NASCAR**, it'll be **Worse**. **Dean**

This is yet another contender for the "race graphics, lots of cars, cool soundtrack" award, and it does an admirable job, it's fast and smooth, it controls nicely (using the RWD caps is spot on) and it has some of my favorite bonus playing bonuses. The racing itself can be a bit dull though. The packs rarely hold together, so picking 'em up while against a boss isn't as fun as picking them "at school." Who else? **John D**

**Test Drive 5** is an **Great** game, but it's still a very **old** race and a **definite improvement over **TD4****. The graphics are nice—all of the tracks are beautifully designed (especially the last one), and the action is fast and fluid, even in split-screen races. Controls are a little less fun, somewhat slow, though, and the CPU seems a way too slow in the Cup Races, which can make being "trailing" by a perfect driver a little frustrating. **John R**

I'm impressed with the graphical effects added to **Test Drive 5**, but I can't say it's really that improved over **Test Drive 4**. It suffers from the same problems as before (namely popping up in some of the tracks, loose control for the most part, and AI opponents that don't flash too long before you just beat 'em. You see, you see too often. It may have been a nice alternative, but it's not really a nice race. It's still a bit of a disappointment. **Sushi**

Number Of Players: 1-2

Best Feature: Fast Game—Rate

Worst Feature: AI Limit, Difficult

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8 8 7 7

VISIONS SOUND BEIGNITY REPLAY  
5 6 3 4

VISIONS SOUND BEIGNITY REPLAY  
7 8 7 7

VISIONS SOUND BEIGNITY REPLAY  
8 8 7 7

## XENOGEARS



**Publisher:** Square EA  
**Developer:** Square Co., Ltd.  
**Featured by:** EGM/ITD

Number Of Players: 1

There are big games, there are huge games and then there's *Xenogears*. As if we've overlooked after something that's really going to not into a seriously notable chunk of your life, this is the game for you. There's a good deal more than 60 hours' worth of gameplay here...It's considerably larger than final Fantasy VI and easily one of the most sprawling and ambitious games yet on the PlayStation. In underlining there it shares a lot with FFVII. A tortured soul makes a group of friends, wanders a land that's a novel blend of old-school sword and sorcery with super-modern technology, and gets into fights (maybe too often). The similarities don't end there—much like Square's previous epic it is rich in story and character development, but unfortunately linear as that said though the tale it weaves is full of intrigue, action and mad imperativeness—some arguably leading to different theories. Without giving the game away, much of the story deals with religion and the way it's handled is simply beautiful. Presentation is up to the usual Square standard, but with cinema and 3D environments only let down by the quality of some of the sprites. It may be far from *Final Fantasy VII*, but the story's so good you'll want to beat them both.

Best Feature: Great Story

Worst Feature: Lengthy Det Routines

John D

*Xenogears* is a different kind of RPG for Square—and just for its title it's a real unique combat system. This is Square's most story-driven game to date (by a mile), so don't think the spend as much time walking on the main road as you see the slick big machine as you do playing. It looks for a long adventure that takes a while to get into. Yet once all the plot pieces fit, you'll feature one of the greatest RPG moments of all time.

Crispin

Nothing is more important to me in an RPG than the story. A good story can make up for even the worst game play most of the time. That's why in *Xenogears* I can't really say it adds to an already great play game that not only looks beautiful, but sounds it as well. What a soundtrack! Tapes that place a little less than thousands and some of the writing quality to what I can't describe. I love to complete a fantastic game.

John R

There's nothing like a long, long RPG to keep me up all night for weeks. *Xenogears* sports some of the most beautiful dream-like views, making CG objects with beautiful detail. The story is just plain cool, with morally grey issues discussed, and the battles are so cool with lots of techniques to go and use. Being able to rotate the world to look at, but probably too long and slightly messy graphics.

Sushi

## WILD 9



**Publisher:** Interplay  
**Developer:** Shiny  
**Featured by:** EGM/ITD

Number Of Players: 1

Like Shiny's other famous side scroller *Earthworm Jim*, *Wild 9* is full of fresh ideas and very solid gameplay. Upon playing *Wild 9* for the first time, everything seems to indicate that this is a fantastic product. The graphics are among the best in the 3D side-scrolling genre, the multi-purposeing is an incredibly innovative idea and the game even makes your Dual Shock vibrate in all the perfect places (don't read too much into that...). But after a while, the excitement dies down a bit when you look at some of the game's faults. For example, some parts are tough to navigate (hard to make jumps, almost impossible to reach a mine, etc.). Also, it's very difficult to get the 99 Gears you need to earn a free continue. You pretty much have to find every single gear in each stage—into one and the whole thing is for naught (tying up a level with 99 Gears doesn't give you a checkpoint). So even though *Wild 9* has plenty of challenging game play with nice, colorful graphics, not having enough continues means you're in for some frustrating games. But what makes *Wild 9* so memorable, and well worth checking out, is its addictive style. Torturing enemies may seem like pointless violence, but it actually plays a necessary part in this game's design. It's wild and innovative. Use *Wild 9* by.

Best Feature: Torturing The Enemies

Worst Feature: Too Hard To Get Continues

Dan

Dave Perry's long awaited title is here, and it's worth the wait. *Wild 9* gets going real hot, with good visuals and sound. The control is OK, which is important for a game like this, but it gets a little frustrating trying to control the rig and yourself at the same time. Also, trying to find 99 gears in order to earn a continue can be a chore. *Wild 9* is a good game, and you should at least try it. By the way, torturing your enemies is damn cool.

Jay

*Wild 9* is a hell of a lot of fun, it's a bit linear in some areas but overall I'd give it a 9.5. It's the torque element control is original, and helped me relieve a portion of my dead-end stress. Actually, the whole game is quite original. The PlayStation version is a game like *Wild 9*, since it combines said quality of said controller elements with good old new-school graphics. Note: The walk is it looks...SFF. It's one to look into.

Shawn

This is a surprisingly playable platform game that actually makes a bold step. It has some original ideas. The whole concept of picking up the 99 gears and torturing them by throwing them into gears, blenders and other such things is an idea some folks may not appreciate, but it's particularly by fun of the characters in the game. A nice change from the usual 3D crap these days.

John D

## POKÉMON



**Publisher:** Nintendo  
**Developer:** Nintendo/Creatures/Game Freak  
**Featured by:** EGM/ITD

Number Of Players: 1-2

When a game sells over a million copies in Japan, you know the developers had to have done something right. Play *Pokémon* for a few hours and you'll begin to understand. No matter how much I try to write it off as "just another wacky Japanese kid," I can't. Heck, I can't even put the game down, much less write it off. If you're the perfectionist type (like me), *Pokémon* has your name written all over it. Collecting monsters, then building them up, trading them, evolving them and so on is just ridiculously addictive, and it'll keep you occupied for weeks. Getting into the game is simple: for even the most novice game players, yet being to build a complete collection of all 150 *Pokémon* is nearly impossible, even for the best of the best. This is, in my opinion, the definition of masterful game design. Sure, the one player game is pretty darn nice (and there's more, too), and some of the text is kinda hokey (got to love the Ash "hub" of the Captain to make him feel better), but on the whole you won't ever care, because the core part of the game (collecting and battling monsters) is just too much fun. With the Game Boy Color right around the corner, and the holiday season about to hit, there's no better time to give into the little gem. Just be prepared to sacrifice many, many hours.

Just Feature: Incredibly Addictive Play

Worst Feature: The 3D Part Is Terribly Slow (if you want)

John R

When you first start *Pokémon*, this category game almost seems a chore—especially if you're not into the combat aspect of most RPGs. You spend a lot of time at the exact fighting screen. *Pokémon* over and over again. But once you assemble a decent collection of catches, the game gets downright addicting. *Celeste* becomes surprisingly strategic. Yet, it's walking and fighting with other human players that's the real draw here.

Crispin

Fifty million Japanese people saying can't be wrong, can they? Think of *Pokémon* as a truly social experience—something that's as much of a hobby as it is a game, and you'll find that the simple play mechanics aren't a problem. You'll soon find an audience to your *Pokémon*, talking about them with disturbing affection. Playing becomes a word habit that you turn back to whenever you have a spare moment. I think I fell well!

John D

As first, *Pokémon* may seem like it's made for kids, but once you get into it, it's hard...you'll hook it, no matter how old you are. There's so much to do in *Pokémon*, even I— a veteran ace-fan of the GBA. Boy—imagine some. *Pokémon* is perfectly balanced and excitingly addictive—you can spend hours playing, trading, trading, etc. It's so good getting into the game. One of the most interesting GBA games ever.

Sushi

VELOCITY... SOUND... IMPAGINERY... EFFLAGE  
 8 9 8 6

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# Reader Reviews

PlayStation  
PS2 PS3 PS4

Nintendo 64

Game Boy  
Advance DS

Saturn

Here's your chance to vent your views on recently released games. If you have something you think needs to be said about either one of our reviews, or a game you think recently brought us all, use our thoughts to write a letter to our editor at the following address: EGM Reader Reviews, 5200 Highland Ave., #222 Lombard, IL 60148

## Banjo-Kazooie

### What we said:

"Banjo is the best 3D action/adventure game to date...The game is bigger and better-looking than Mario 64...The sense of enormous scale is incredible...you'll spend a long time lost in B-K's world if you want to perfect each level. But you'll spend time fighting the camera too...Banjo is a tough character to actually care about."

### How we rated it:

9.5 9.5 9.0 9.5

### What you said:

This game will set the standard for 3D action/adventure games across the board. The depth of the game is astounding and the sound and graphics are right on cue. This game was rated really well and deserves it.  
Jon\_F\_Loagsdale@Mail.BankOne.Com

How can you dis a game based on not liking the character? Banjo-Kazooie is a fantastic game.  
(name and address withheld)

Banjo Kazooie is clearly one of the "next generation" of N64 titles—games that are really pushing the machine to its limits. The stunning graphics and quirky sounds combine to produce a brilliant platform ramp that will keep you entertained for hours. The difficulty level is also set at a more sensible level—all too many N64 games have been far too easy or far too short (look at Quest 64, Goemon or Mission: Impossible) but this is much more challenging—which is a good thing (unless you're crap at platform games). All in all, pretty damn good.  
pjw@inettech.freemove.co.uk

## Bomberman Hero

### What we said:

"Bomberman isn't really known for being a magnificent one-player game, so why make a game focusing on just that? Bomberman Hero is fantastic, as long as you haven't hit puberty yet...Overall this game is a major disappointment...there's just one key thing missing—where's the multiplayer play?"

### How we rated it:

5.0 5.5 7.0 6.0

### What you said:

What's this? A Bomberman without multiplayer? Even

the regular one on the N64 would suffice. Anyway, the challenge was (dumbed) down, compared to Bomberman 64. It's a better one-player game than its predecessor but it can't compare with Mario or Banjo. If you can spare a couple bucks and have finished Mario and Banjo, rent it.  
anskey@hotmail.com

## Mission: Impossible

### What we said:

"Yes, the game's quite a disappointment...Mission: Impossible is simply too tedious for its own good."

### How we rated it:

6.0 6.5 5.0 5.5

### What you said:

This is definitely a "rent before you buy" it was talked about ever since the N64 was introduced and was a big letdown. The concepts are great, but the puzzles are sometimes too perplexing. I would be very wary about picking this one up. I thought the EGM ratings were on target.  
Jon\_F\_Loagsdale@Mail.BankOne.Com

Too easy. Too short. Dull.  
pjw@inettech.freemove.co.uk

## Devil Dice

### What we said:

"Devil Dice has lots of originality...as a multiplayer game it's really competitively compelling...If you're disappointed with the mindless games on the market, please check out Devil Dice."

### How we rated it:

9.0 9.0 9.5 8.0

### What you said:

I rented this game to see what it would be like. I am already having withdrawal symptoms. A true puzzle game that makes your wins yearn for more. Definite buy.  
Soukryg@aol.com

Oh my god. What an amazing game!  
(name and address withheld)

## Heart of Darkness

### What we said:

"I beat the game and felt amazingly...more a work of art than a game...[you'll] need patience to enjoy HD. Be ready to die a lot, although you can still beat it in a weekend."

### How we rated it:

8.0 2.0 7.0 7.5

### What you said:

Yes! Finally a game that makes me want to play for hours and hours until I get it right. Brings back summer days playing Out of This World and throwing my controller in pure frustration and anger. It's true that the gameplay can be quite annoying and repetitive, but in retrospect it makes you remember the game a lot more.  
Soukryg@aol.com

I'm with Johnny England on this one. It's so frustrating! It may play like Flashback and games from that era, but who cares? Who wants to keep getting killed every five seconds? Where's the fun in that?  
sixth-sense@geocities.com

## Parasite Eve

### What we said:

"It's quite obviously Square giving Resident Evil a respectful nod...As far as RPGs go, Parasite Eve is fairly simple...But the story which starts out good, gets a bit weird and concluded toward the end...gorgeous graphics...repetitive combat..."

### How we rated it:

7.0 8.0 8.0 8.5

### What you said:

It's true that Square can make outstanding RPGs. But the only things outstanding in PE are the CGs and the battle scenes. Having the option to modify a weapon is really cool, but it could have been done a lot better. Anyone can make a game with plenty of eye-candy, but it just doesn't hold up to that Square trait of overall fun and playability. I really liked the way that you could move around during battles. I don't know why it hasn't been done that much in RPGs but it makes the game a little more realistic. PE 2 will be a classic.  
Soukryg@aol.com

After playing Parasite Eve for a couple hours, I had to admit to myself that I was officially disappointed. The battle system was great; unlike anything I had ever seen before. But the game was too short, which led to a seemingly rushed story line.  
station8ae@hotmail.com

The battle system is unique in

that you are able to move around like in Quest 64 (except it's fun!). The visuals are top-notch and the CG scenes are the best in any videogame I've ever seen. The only flaw in the visuals is that the characters should have been more detailed. The replay factor is good, but only because of the EX Mode. The regular mode took me around eight hours to beat. But the EX Mode is good because you need to beat 85 percent of the game again in order to be powerful enough to beat the Chrysler Building. It is worth it though because you get another ending. My last complaint about it is that it should be rated Teen, not Mature. Wow, it mentions sperm and has a very small amount of blood. Big deal, I hope Square makes a sequel with six days each about 15 hours long. Oh ya,  
ANTVGNXG@aol.com

## Tenchu

### What we said:

"Tenchu has ninjas acting in a more realistic way than any previous videogame efforts...The game is a lot of fun to play and has great atmosphere...The camera gets to be so frustrating in tight spots."

### How we rated it:

7.5 8.0 8.0 7.5

### What you said:

I am writing in response to your Tenchu review. Because normally your reviews are very accurate, I was surprised to hear your complaints about Tenchu's camera problems. I own Tenchu and I think it has no camera problems whatsoever.  
a\_7@hotmail.com

You were right about those voices, Jez they suck the drama right out of the whole thing don't they? Also that camera sucks big-time especially when you're locked in a corner.  
sixth-sense@geocities.com

Great game, great game, great game, the camera angles can suck sometimes, and the graphics can be kind of rough, but it really deserves a silver rating! The music and atmosphere really transport you to 16th-century Japan! I didn't know how much fun it was to be sneaky! For "true game" this is a must-buy!  
zobemior\_g@yahoo.com

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## Metal Gear Solid

During the brief but grueling mission to infiltrate the base on Shadow Moses Island, Snake will find many intriguing secrets. Some of them are more fun than others to fiddle with, but they all deserve some recognition. Below you will find a compilation of secrets and tactics that will surely make your gaming experience more enjoyable!

### Snake's Techniques

Snake has a few important techniques that will make your mission much easier.

- 1. Run-and-Shoot Technique:** Press the Crawl button while you are pressing the Run/Slide buttons, then just press in the direction that you want to turn/Slide!
- 2. Peeking:** Press the R1 button while in First-person View Mode to stop to the left. This is great for peeking around corners.
- 3. Straggling:** Press the Weapon button (without pressing the Directed button) close to an enemy. If you have no weapons equipped, you can break the enemy's neck by repeatedly pressing the Weapon button as times as you have him grappled.
- 4. Laser-Aiming Modulator:** Your laser will automatically track onto the nearest enemy when downed. You do have to be in range, though, it's usually about 3/4 of a screen distance.
- 5. Talk Out the Camera:** In some of the games, you'll get the option to talk out. This is great for taking out Cameras or Empty Gears if a camera's giving you a bit of trouble, like in 1-1-1!



### Shovel's Bar Obscures

If the bar room when you enter the bathroom and get to the last stall in a row, you'll see a bar. You can interact with it, and you'll see a message that says "Meryl is a pretty different bar."

### Is that a PlayStation icon?

Why will it be located in the room where you fight the Wileys, on the center table. You'll notice playing games with it, but it should have been something!

### Fighting Mantis. The Alternative Way!

As Campbell tells you in the alternative parts, don't do it. There is actually an alternative way to take out Mantis. Call Campbell and he'll tell you to attack the statue on the side of the room. Once you break the statue, attack him as normal, except you don't have to change controller ports!

### Get Campbell's Trick!

(A) Use the stairs outside Mantis's lab getting you angry? Take 'em out with the PS2 or listen to Campbell's reaction afterward.  
(B) Kill the rats with your PS2 - above Sniper Wolf in the Games Tower, listen to Campbell rant about you wasting time...

### LP Wolfies

Sometimes, you'll see a heart insignia over the weapon's hands. What does this represent? They can steal Sniper Wolf's stuff on you.

### Little school

Wanna flirt with Mel Ling? Just call her five or six consecutive times and she'll be open to you. She'll blush to bluish, say some interesting text, then smile at you. The sixth time she'll even smile her tongue out at you!



### Meryl (Psycho Cant)

Just before you fight Psycho Mantis, go into the prison a few minutes and you'll see Meryl. You can talk to Meryl's head if you use your strength during the actual battle with him. Creepy...



### Psycho Mantis

When fighting Psycho Mantis, you'll notice that every few seconds there will be a message that says "Mantis is a pretty different bar." This is a reference to the bar room in the Games Tower, which is a reference to the bar room in the PlayStation 2 version of the game.

Strategies To Get You Started On The Hottest Games

# JUMP START

See Expert Gamer  
issue #53 for  
the complete  
walk-through!



## Messin' With Meryl!

### Messin' with Meryl!

When you encounter Meryl, it's actually kinda funny to see all the stuff you can do to her. Push her, blow her, grab her, shoot her, and try to get her to take in to get some unobscured. Also, for something ultra-hypnotic, try staring at her in first-person View Mode for a few seconds.

### Other Cool stuff!

- Give C4 to the Infantry's back (see page 10)
- In the Blast Furnace level, throw the grenades into the molten steel over the railing. Meryl won't burn!
- Equip the JAMAS and shoot at it but your last three bullets. Now, throw on your Bandana, and you'll have unlimited bullets! It's like having a laser gun!
- Sneak your clipboard and get Mantis's speech about the subject generally wanting.
- Equip the carbide boxes in the back of the ACS. Use them to wrap them one area to another. Make sure to use a different box than the truck you're currently in for it to work.
- Check on the other side. Mantis's hiding in hiding the light with the Wileys!
- Hit a wall with your enemy now and you'll see the fact that the fact were cool stuff to say.



Don't stare at me like that...





## Mission Tree

## Chapter 1

This first chapter will not challenge you too much. One thing you may want to do is just lose every mission so you can see the mission tree.

**A** After each mission you will be rewarded with one upgrade token.



## Chapter 2

The second chapter is where the game really starts to heat up. The missions get harder, the story gets deeper, and the enemies get more guns. You will also get a new fighter in this mission and that will help to ease up on the difficulty of the missions overall.



When starting this chapter you will be given a new ship, the freight.



Ending 1h

Ending 1g

Ending 1h

Ending 1g

Ending 1h

Ending 1g



## Flying with a Vengeance

**Miss "Decoy"** When you get the missile warning on your display, drop a "miss" decoy. By pressing L2 and R2 and then Square simultaneously, this will usually keep the missile off of your fighter's back.

**Velocity sight** This one's mentioned in the manual, but it's so important, it merits repeating—use your velocity sight! It is vitally important that you learn to lock your targets.

The elite enemy fighter can dodge with the beat of its tail and is impervious to its own velocity sight to score successful hits, when you are fired up drop on for a hit, the sight will turn into a red X.

**Weapon cooling** When you first start a mission you should shoot through your weapons to find out what you have. This is very important to know as you come across this larger target. The technique is: when firing your weapon wait until it is just about to overheat, then quickly switch to the next weapon.

**Reverse thrust** Press reverse thrust (L3) to turn faster during combat. You can also use reverse thrust to initiate some evasive—simply fire your afterburner, then press L while exiting. This will give you a brief boost along the sides of battleships while parrying their hulls with laser fire.

## What's a Sentinel?



## The Construction Rig

This is the first Sentinel you will fight. The Sentinels are gigantic weapons that cannot be destroyed like normal ships. To defeat them you must destroy key weak points and then it will be possible to destroy the ship as a whole. For the rig you will first need to destroy the construction arms. Once they have been destroyed you can destroy the bridge.

The other Sentinels you will fight will come in the form of super-weapons. There is usually only one per "chapter" and although they may be tough, they are not impossible. The super gun shown on the far left can be destroyed by shooting open the reactor door and flying in, while the splicer mech must be shot in the abdomen when it rears up to die.



Strategies To Get You Started On The Hottest Games

JUMP START

See Expert Gamer  
Issue #53 for  
the complete  
walk-through!

## The Navy's Fighter Complement

Afterburner

2.5 / 3.5  
300 / 350  
Engine  
352 / 768  
Gyro  
100 / 140  
Shields



### HEX

This fighter is your only option in the beginning of the game. Don't use tech points to upgrade this fighter, hold onto them instead and upgrade your later fighters.

Afterburner

2.5 / ...  
445 / ...  
Engine  
768 / ...  
Gyro  
150 / ...  
Shields



### SPOOK

This is the first new ship you will get as you progress through the game. This will be given to you when you reach the second "chapter" of missions. It is an obvious improvement over the Hex.



### WRAITH

Afterburner 2.5 / 4.0  
Engine 345 / 601  
Gyro 768 / 1024  
Shields 125 / 300

This is the ship you are assigned for a captured alien ship. Once you reach this fourth "chapter" of missions you will get access to this ship. The strongest fighter in the Navy.



### VOODOO

Afterburner 2.5 / 5.0  
Engine 650 / 815  
Gyro 1280 / 1536  
Shields 175 / 360

Afterburner

2.5 / 4.5  
449 / 717  
Engine  
1024 / 1280  
Gyro  
150 / 270  
Shields



### DIABLO

The second ship and another improvement in your firepower and ability. This ship is acquired in the third "chapter" of missions.

## Chapter 3

This third "chapter" of mission ups the difficulty even more, but once you start getting past some of the missions you will definitely be over the hump of the game. Only a couple of missions should really give you any trouble.

Seagull  
and Blau

The Witch

The Ties of  
the Factory

Pinas or Foot?

The League  
Commet?



After each mission you will be rewarded with three upgrade tokens.

When starting this chapter you will be given a new ship, the Glabo.

## Chapter 4

The fourth and final Chapter. The last few missions are the hardest. Although the first ending is good, if you try hard enough and get the sixth ending, the entire mission tree will be opened up.

A New Threat

The League  
Commet?

Hemmelky's  
Rip

An Unexpected  
Turn

The Madness  
of Neph



After each mission you will be rewarded with three upgrade tokens.

When starting this chapter, you will be given a new ship, the Voodas.

# tricks of the Trade

Trickman Terry Gives a "Thumbs Up"  
for His Readers!



Well, Terry is in a good mood this month. With his Christmas shopping all done, new games to play and a plethora of tricks to keep him busy, Trickman's brain is occupied and happy enough (at once)! Also, the Trickmeister is playing Metal Gear Solid and F-Zero X like they're going out of style! Check out the new Top 20 Tricks to get all the hottest codes for the games that people are playing now! Keep sending in your best tricks, codes and secrets to:

Tricks of the Trade 1200 Highland Avenue, #222 Lombard, IL 60148 or send e-mail to: [tricks@td.com](mailto:tricks@td.com)

## trick of the month



### Iggy's Reckin' Balls (n64)

#### All Tracks and Balls

These codes will get you all the tracks and balls without beating the game! On the Title Screen, hold the Z button and then press the top R button. The "Enter Cheat" Screen will appear. Now enter the following codes for the results as shown:

THEUNVERSE - Opens up all the tracks.

HAPPYHEADS - All balls open (except Iggy's girlfriend).

Jony Castillo  
Duluth, GA

### Win Games and Accessories for your Tricks!

If your Trick is selected as the Trick of the month, you will win a free GameShark provided by the kind people at GameShark. If you are given credits for submitting a hot trick in this section, you will win a free GameShark.

page 48), so you can get all the details on the free stuff!

NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.  
See page 48 for details.

## Heart of Darkness

### All Levels and Cinemas

With the game off, make sure you have a controller in port 2. Now



hold down all four Shoulder buttons. Turn the game on and when you get to the Main Menu Screen, access the Options screen (while still holding the four buttons). From the Options, you'll go to the Treelouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

## Metal Gear Solid

### Cheat Codes

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload



new games. Then on the third game, Snake will change into his

## Spice World

### New Title Screen, Big Spice Girls and New Dance Moves

**New Title Screen:** After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Triangle, Circle. You will hear a cheer. Let go of the buttons and press L1+R1+L2+R2+Start>Select at the same time. This will reset the machine and then show the Spice Girls covered up only by the backs of chairs!

**Big Spice Girls:** After choosing a girl from the "dancing" Title Screen, go



to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Square, Circle, Square.

**New Moves:** After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Square, Triangle, Circle, Triangle. Now there will be new moves at the shade.

# Top 20 tricks

Each month we'll be bringing you all of the tricks that we have for gamers from last month's Top 20 lists.



taxed when he is on the elevator coming out of the dock.

## Tenchu

### Incredible Cheats

**LEGEND:** L = D-pad left, R = D-pad right, U = D-pad up, D = D-pad down, S = Square button, C = Circle button, T = Triangle button, X = X button

#### Increase Item Capacity to 99

On the Items Screen - L, L, D, D, S, S, T, S while holding the L1 button.

#### Unlock All Hidden Items

On the Items Screen - L, L, D, D, S, S, T, C while holding the R1 button.



#### Increase Item Inventory

On the Items Screen - L, L, D, D, S, S, T, X while holding the L2 button.

#### Restore Health

On the Pause Screen - L, L, D, D, S, S, T, S.

#### Unlock All Levels

On the Mission Select Screen - L, L, D, D, S, S, T, S while holding the R2 button.

Enable Japanese Voice-Over On the Mission Select Screen - L, L, D, D, S, S, T, C while holding the L1 button.



#### Enable Enemy Layout Selection Screen

On the Mission Select Screen - L, L, D, D, S, S, T, X while holding the R1 button.

#### Enable Ayame Sexy Armor

You must be playing as Ayame. At the Item Selection Screen with armor displayed as an option enter - L, L, D, D, S, S, T, C. If the command is entered successfully the number of available armor will drop from 1 to 0.



## Command & Conquer: Red Alert Retaliation

### Multiple Cheat Codes

In the middle of the game, press in the triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (I, Circle, Triangle, Square) and key in each sequence with the Circle button to watch the results as shown:

#### Win Mission:

Circle, Circle, Triangle, X, X, Square. This lets you automatically win the current level.

#### Lose Mission:

Circle, X, Circle, Square, Square, X. This makes you automatically lose the current level.

#### Unshroud:

Triangle, Triangle, X, Circle.

Triangle, Square. This turns off the shroud so you can see everything in the level.

#### Mo' Money:

X, X, Square, Circle, Circle, Circle. This increases your money by \$1000 each time you enter the code.



## 1 Banjo-Kazooie (N64)

### Hidden Puzzles/Sucrets

#### Appearance: Dactyl

You must first beat the game. To do this trick, go to Banjo's house and inside, walk up to the picture of the anal. Standing in front of the fireplace, but not touching it, press Up-C and look up at the picture of Baital in the Mail. If done correctly, Baital should speak and congratulate you on finding his "water" puzzle game. Now you must play through and win the puzzle game, and once you do, Baital will give you a password. Exit the picture, look up at the picture again, and you will be given a different, harder puzzle. You can do this up to seven times and each time, you will get a new password. Note: After the sixth puzzle, Baital will tell you that there are no more games to play. Don't believe him. Look up at the picture once more and Baital will say that there is one more puzzle to complete. Here is a list of all the passwords and what they do: BOTTLESBONUS - Big head Banjo BOTTLESBONUSFWD - Big head and feet for Banjo BOTTLESBONUSTHREE - Big Krazooie BOTTLESBONUSFUR - Tall and skinny Banjo BOTTLESBONUSFIVE - tall, skinny Banjo with big hands and feet BROTLESBONUS - Big everything, including Kazooie WISHYKASHYBAMUD - The witch doctor turns Banjo into a washing machine.

To make these codes work, exit Banjo's house and go to Treasure Tree Cove. Enter the puzzle-letter code and type out the codes by stamping on the letters. You cannot enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in NORMAL.

**Parabomb:** X, X, X, Circle, Triangle, Square. This gives you the Parabomb weapon.

**Circle:** Circle, X, Circle, Circle, X, Square. This gives you the Nuke weapon.

**Chrono:** Square, Circle, Triangle, X, Circle, Circle. This gives you the Chrono weapon in your inventory.

**Iron Curtain:** Square, X, Circle, X, Triangle, Triangle. This gives you the Iron Curtain weapon in your inventory.

**Civ. Names:** Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

**Speaker Green:** Square, X, Square, X, Square, X. This makes you harvest people instead of ore. Plug your ears from the screams!

## NASCAR 99

### Hidden Announcer

To play as the commentator, Benny Parsons, just follow this method: On the Main Menu Screen, choose a Single Race. On the Single Race Screen, move down to "Select Track." Now choose the Richmond Track. Now move up and highlight the Select Car Option. With this option highlighted, enter this code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z. The Benny Parsons car will now appear!



## WWF Warzone

### New Features and Modes

**Random Wrestler:** On the Character Selection Screen, hold Up and press Block. **Taunt Your Opponent:** In the middle of a match press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.



**Access Code Love and**

**Caclus Jack:** Beat WWF Challenge on Normal with Maniand to unlock Caclus Jack and Dude Love.

**Burp and Fart Mode:** Beat WWF Challenge with Hask or Thrasher on any difficulty to get Burp and Fart Mode.

Whenever you get hit or hit someone, you'll hear a burp or a fart!

**No Meibers:** Beat WWF Challenge with the Undertaker to disable the health meters.

**Goldust's Extra Costumes:** Beat WWF Challenge on Normal with Goldust to get more costumes. Do a mirror match to see the different costumes.

**Steve Austin's Extra Costumes:** Beat WWF Challenge with Steve Austin to get two more costumes for him. Do a mirror match to see the different costumes.

**Extra Costume Accessories:** Beat WWF Challenge with Kane on any difficulty to get new masks, shirts, boots, etc.

**Big Head Mode:** Beat WWF Challenge with the British Bulldog or Rocky Marvin. Everyone will now have a huge head!

**Ego Mode:** Beat WWF Challenge with Ahmed Johnson. Now your wrestler's head will grow with every hit.

**Ladies Night Mode:** Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode.

**No Wings Mode:** Beat WWF Challenge with Faarooq or Ken Shamrock to disable blocking. **Cool Reflections:** Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.

**Play As Sue:** Beat the Challenge with Dawn or Brit Hart to access See the ring girl!

Once you've opened one of the features or modes, press L, then the R button at the Main Menu Screen to move down to the basement. From here, you can access all of the cheats you've opened.

## NFL Blitz

### Codes and Hidden Players

**Cheat Codes:** On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such. Most of these codes work for the PlayStation version as well (The ones that don't are noted as such).

0-0-0-Up	Huge Head
1-1-Down	Tournament Mode (2P)
3-2-1-Left	No Head
1-2-3-Left	Super FG's
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
0-5-0-Right	Big Football
2-0-0-Right	Big Head
5-0-0-Left	No Stadium
1-5-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather

## 2 WWF Warzone (PS)

**Play as the Trainer and Big Head Mode:** On the Main Menu Screen, press L1. R1 will take a few tries to get R to work. This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started: **Wrestle as Training Mode wrestler:**

Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

**Big Head Mode:** Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

## 3 Gran Turismo (PS)

**Find Codes!** Can you find codes for this game? If you do, send them in! You can score a free game for the system of your choice!

## 4 Mission Impossible (N64)

### Many Different Codes

Enter all of these codes during the Mission Select (level select) Screen:

Right-C, Left-C, Right-C, Down-C, R - Gives you 100,000 30 rounds.

R, L, Left-C, Right-C, Down-C - Gives you a Mini Rocket Launcher with 30 rockets.

Up-C, L, Right-C, Left-C, Up-C - Gives you 7.65 Silencer with 30 rounds.

R, L, Down-C, Up-C, Up-C - Gives you Semi H.P. POWER with 30 rounds.

After you enter a code correctly then you will hear Ethan say, "There, that's better."

## 5 Mortal Kombat 4 (PS)

### Play As Meek

From the Main Menu, choose "Arcade" Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one and move to the "Group" icon at the bottom of the screen. Choose this option and let player 2 choose his/her character. Now player 1 must defeat player 2. Then player 2 must press Start (if the Filling Screen) to continue. Repeat the same process on the Fighter Select Screen with player 1 choosing the group select, and player 2 choosing a character. You will notice that player 1 will be playing as a different character in succession each time you do this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sanyu). After the Group Select chooses her and you defeat player 2, have player 2 continue and go back to the Fighter Select Screen again. Now have player 1 choose any character (not from the Group select this time). Meek will appear in place of your chosen fighter. He will have the same moves as the fighter you chose from the Select Screen. As long as you continue, you can play as Meek with any other character.

Gamespot TV  
weekends, @ 9:30AM EST



## Having trouble scoring? Maybe you should stay home and watch TV.

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Television About Computing™



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# 20 tricks

## 6 Mortal Kombat 4 (N64)

### Alternate Costumes

To get alternate costumes, first go to the Character Select Screen. Go to the character you want to select but before selecting. Number, hold Start and press the Up-C button. When the Yin Yang symbol starts spinning, wait until a voice says, "Excellent" or "Outstanding," etc. That means you have the second color. To get the third costume, do it again and the Yin Yang will spin again but this time you'll have the third color costume. Most likely, the third costume will look the same as the original, but you will have a new weapon. There is even a fourth costume if you do the code again, and you will get an alternate weapon with this costume.

## 7 GoldenEye 007 (PS)

### 31 Extra Characters

On the Multiplayer Options Screen, go to the Characters Option and move to your last available character, which will be Misha or Moserakr Ellis. Now hold the L+R buttons and press Left-C, left G, and hold L button and press Up-C, left G, and hold L+R buttons and press Left (control pad), hold L button and press Right (control pad), hold R button and press Down (control pad), hold L+R button and press Left-C, hold L button and press Up-C, hold L+R button and press Right (control pad), hold L+R button and press Down-C, hold L button and press Down (control pad). Now you will see that you can select from a number of new characters (31 to be exact).

## 8 NFL Xtreme (PS)

### Player Alterations

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "Create: Free Agent." Go the Create/FreeAgent Menu, enter the following first and last names for the results as shown:

HONKEY MICKY - All players have huge arms.  
TINY TOM - All players are tiny.  
BIGHEAD BOBBY - All players have big heads.

## 9 Road Rash 3D (PS)

Double Damage Facing Forward  
In any race, hold the L2 button and you'll get the fair view. While holding this, press and hold the R2 button. Holding both of these buttons while racing will give you double the damage for your hits without looking backward.

## 10 Tekken 3 (PS)

### Final Codes

Can you find codes for this game? If you do, send them in! You can score a free game for the system of your choice!

5-3-4-Down PS) Lights Out (not on PS)

5-2-5-Down Weather: Snow

0-3-2-Left Rat: Turbo Running

0-0-1-Down Show FGFs

0-1-2-Down No CPU Assistance

(2P)

0-3-0-Down Fog on (set on PS)

0-4-1-Down Thick Fog (not on PS)

3-1-4-Down Smart CPU

4-2-3-Down No Random Fumbles

2-0-3-Right Big Heads (beam)

2-1-0-Up No First Downs

1-4-4-Right Big Players

3-1-0-Right Mail Players

1-9-5-Left No Play Selection

(2P)

0-4-5-Up Super Blitzing

2-5-0-Left Fast Passes

2-1-1-Left Allows Out Of

Bounds

5-1-4-Up Infinite Turbo

2-3-3-Up Power-up

Terminates

3-0-2-Left Power-up Blockers

4-2-1-Up Power-up Defense

0-2-1-Right Show More Field

(2P)

1-0-2-Right Hide Receiver Name

4-0-4-Left Power-up Speed

(2P)

2-2-2-Right Night Game

5-5-5-Right Weather: Rain

5-5-5-Up Hyper Blitz

3-4-4-Up No Interceptions

Hidden Players: When asked to

Enter a Name for Record Keeping,

choose "Yes." Now enter one of the

names shown below and the gln

number to access the following

players. You will know that you

entered them correctly if you hear

the announcer say, "Lights out,

baby!"

Turnell 0322 Mark Turnell

Sai 0201 Sai Drita

Josen 3141 Jason Skills

Jewell 3333 Jennifer Hedrick

Gaanel 0604 Dan Thompson

Japple 6660 Jeff Johnson



## Banjo-Kazooie

### Cheat Codes

First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's but in Mumbo's Nominium.



Root	6000	John Root
Luis	3333	Luis Mangubat
Mike	3333	Mike Lynch
Gerfil	1111	Jim Geethie
Brain	1111	Brain
Forden	1111	Dan Forden
Skull	110	Skull
Carlin	110	Headless Guy
Shinok	8337	Shinok from MK
Raiden	3691	Raiden from MK

Other Secret Players: Enter these codes the same way as the ones above.

Thag	1111
Van	1234
Blitz	0526
Zz	1221
Jawk	5651
Merka	1192
Ed	3246
Todd	8021
Mich	4393
John	5158
Jesh	4288
Ryan	025
Beth	7761
Brian	0818
Green	2220
Paulo	0517
Li	7777
Nico	4440
Gatson	1111
Goedo	6765
Rog	8148
Marty	1836
Shun	0530
Gum	0310
Paula	0425
Dan	6969



Get to the Sand Castle, then enter the word CHEAT on the floor tiles. You will hear a moaning sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code: BANJO BEGS FOR PLENTY OF EGGS (Infinite eggs)  
LOTS OF EGGS WITH MANY BANJOS (Infinite lives)  
DONT BE AN UMBROGOOSE HUNDO (99 Mumbo tokens)  
HONYOU CAN FLY HIGH IN THE SKY (Infinite red feathers)  
GIVE THE BEAR A LOT OF AIR (Infinite underwater air)  
AN EMENTARY TO GET YOU FAR (Maximum hooveycombs)  
ADD BEING DOWN TO PROTECT BANJO (Infinite gold feathers)

Note: You must learn the wandering in Clanker's Cave before entering the gold feathers code. Also, the "CHEAT" code may not work in all circumstances of all



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# Top 20 tricks

cont.

## 11 MLB Featuring Ken Griffey Jr. (N64)

### Angels in the Outfield

After fielding the ball on any play, run to any base except first base. Throw the ball around the bases in this order: 1st, 2nd, 3rd, Home, 3rd, 2nd, Home, 1st, 2nd, 3rd, Home. On the next play where the batter hits the ball to the outfield, have your fielder do a running dive with button A, but not toward the ball. Your fielder will loop into the air and stay there! Press A to swim flap your arms and 3 to swim through the air with your feet. If you let go of the controls for a little while, he will be lost.

## 12 Quest 64 (N64)

### Find Codes!

Can you find codes for this game? If you do, send them to You can score a free game for the system of your choice!

## 13 Super Mario 64 (N64)

### Find Yoshi!

The first requirement you have to achieve is to collect all 120 stars in the game. Once this has been done, proceed to the outside of the castle. The grate near the pond will now be open and a cannon will be there. Fire yourself onto the roof of the castle and there, wandering around aimlessly, will be Yoshi. Talk to him to receive 100 lives and a new Triple Jump.

## 14 Mario Kart 64 (N64)

### Mirror Tracks

You must earn a gold cup in every course you race. Do this for every class (50cc, 100cc, and 150cc) and you'll get a new Title Screen. Plus, a Mirror Mode option will now appear under the 150cc option. All of the tracks in the game will now be reversed!

## 15 All-Star Baseball 99 (N64)

### Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats option and access it. On the Enter Cheats Screen, enter the code, ATEMYSUK. Then press Start. You will see words appear below the code saying, "Let the Abductors Begin." Now go to the Same Setup Screen and access the Stadium Select option. Scroll down until you reach the last stadium: Alienopolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called the Abductors!

saved games. Make sure you enter the word CHEAT every time before putting in any of these codes.

## GameShark Codes

### PlayStation Codes:

#### AZURE DREAMS

Infinite Money  
80012450111  
80012450311  
Infinite Health in Battle  
800834e0ff11  
Quick Level Up  
800834e0ff11

#### C&C RETALIATION

Infinite Funds for Allies  
d0101040000  
80024344ff11  
Infinite Funds for Soviets  
d0101040000  
80024798ff11

#### FUTURE COP: L.A.P.O.

Infinite Ammo  
80064c782400  
Red Team 999 Points in Precinct Assault  
801b16003e7  
Red Team 0 Points in Precinct Assault  
801b1600030  
Blue Team 999 Points in Precinct Assault  
801b161423e7  
Blue Team 0 Points in Precinct Assault  
801b16140000

#### MADDEN NFL '99

Home Team Score 0  
800643240000  
Away Team Score 0  
8006c0e0000  
Away Team Tiltaron  
800616ac0049  
Away Team EA Sports  
800616ac004e  
Home Team Tiltaron  
800616ac0049  
Home Team EA Sports  
800616ac004e  
Infinite Creation Points  
80095ca82400

#### MEGA MAN LEGENDS

Infinite Zenny  
800c1b2c423f  
800c1b2c003f  
Infinite Health  
800b521e0004

#### NFL BLITZ

Infinite Turbo Home  
8017204a0054  
Infinite Turbo Away  
8017204a0054  
No Turbo Home  
8017204a0050

## Trickman's Reference Guide

To order these awesome back issues see the ad on page 287.

### Issue 107

us8r Snowboarding (N64)  
Auto Destruct (PS)  
Duke Nukem 3D (SAT)  
Geo: Enter the Gecko (PS)  
Pitfall 3D (PS)  
Quake 64 (N64)  
Skullmonkeys (PS)  
Snowboard Kids (PS)  
Spewn (PS)

### Issue 108

us8r Snowboarding (N64)  
Auto Destruct (PS)  
Diablo (PS)  
Kobe Bryant in NBA Courtside (N64)  
Lode Runner (PS)  
Need for Speed III: Hot Pursuit (PS)

### No Turbo Away

801720540000  
Huge Head  
80095c140001  
Big Ball  
800959e0000f  
Hide Receiver Name  
800959e00001  
No First Downs  
800959c00001  
Rain  
800959e80001  
Night Game  
800959e80001  
Invincible  
80095c20000f  
Headless  
800959c50000f  
Team Headless  
800959e40001  
8g Players  
800959e60001  
8g Head  
800959c50001  
Team 8g Head  
800959e40001  
Skip Out of Bounds  
800959c40001  
Fast Turbo Running  
80095c340001  
Snow  
800959e40001  
Turn Off Stadium  
80095c280001

### PARASITE EVE

Maximum AT Points  
80268a30ff11  
Quick Level Gain  
8026c169ff11  
Maximum Item Slots  
80268e0c0032

Quake (SAT)  
Rascal (PS)  
Reboot (PS)  
San Francisco Rush (PS)  
Star Wars: SotE (N64)  
Steel Reign (PS)  
Theme Hospital (PS)  
X-Men vs. SF (PS)

### Issue 109

AeroGauge (N64)  
Bush-A-Move 2: Arcade Edition (N64)  
Deathtrap Dungeon (PS)  
Mortal Kombat 4 (N64)  
Need For Speed III (PS)  
NFL Breakaway 98 (N64)  
Tennis Arena (PS)

### Issue 110

All-Star Baseball '99 (N64)  
All-Star Baseball '99 (N64)  
Jersey Devil (PS)  
Mortal Kombat 4 (PS)

Start With SHG  
d02a76bc03e8  
8010c4e00006f

### SPYRO

Infinite Lives  
8007982c0009  
Infinite Health  
80078bc00003  
Infinite Lives (Crash Demo)  
800aeeb06300

### TOCA CHAMPIONSHIP RACING

1 Lap To Win (Single Race Mode)  
800660c0040  
1 Lap To Win (Championship Mode)  
800668c0040  
Access All Levels  
300100a90009  
Enable Tank  
300100a50001  
Turn Off Collision Detection  
300100c40001  
Enable HaloCopter View  
300100c00001  
Enable Go-Kart View  
300100b40001  
Enable Night Mode  
300100b00001  
Enable Carlson Mode  
300100a00001  
Discs Fog Mode  
300100c80001

### Nintendo 64 Codes:

#### BOMBERMAN HERO

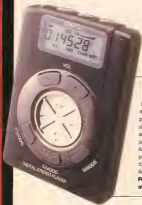
Infinite Lives  
801652430009  
Infinite Health  
801652440004  
Full Bomb Power



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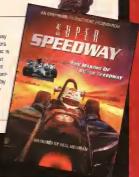
### McFarlane's Maniacs

There's something about Todd McFarlane and humor that just clicks. Hence, the Movie Maniacs series from McFarlane toys. A good number of your favorite horror-movie freaks will be available sometime in October, including Freddy, Jason and Leatherface. The figures stand roughly 7" tall and come with deadly accessories. Price: Around \$8 [www.paws.com](http://www.paws.com)



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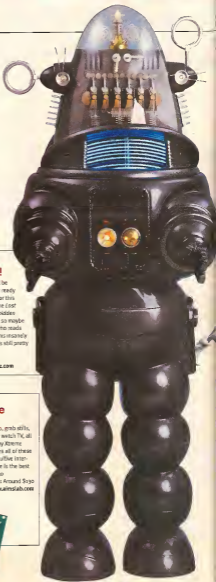
Price: \$30

[www.tiger toys.com](http://www.tiger toys.com)

## Danger, Danger!

That's what you'll be screaming as you ready your credit card for this exact replica of the *Lost in Space* and *Forbidden Planet* robot. OK, so maybe not one person who reads *EGM* can afford this insanely priced 'bot but it's still pretty damned cool!

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Price: Around \$130  
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### Mini-Disc At a Mini-Pricepoint

Mini-disc. A cool format that usually has a high price attached to it. Not this time. Sony's MD5 bundle includes a home player/recorder, portable player and two 60-minute discs. The incredibly priced MD5 bundle is the best way to get into this high-quality digital format this holiday season.

**Price:** Around \$400 [www.ae.com](http://www.ae.com)



### Lara and Turok, Together Again

Other Lara Croft action figures we've seen are pretty lame. It's a shame considering how much of a hottie she is...you know, for a videogame babe. Luckily, the Croft line from Playmates toys featuring an assortment of 9" Laras in various poses is looking pretty good. In addition, Playmates is releasing a number of Turok figures including a diorama and several 5" figures, including Joshua Faresed, Primagen and Adan. Look for them in December.

**Price:** Around \$30 for Lara figures, \$7-15 for Turok figures

[www.playmates.com](http://www.playmates.com)

# The Final Word



## Secret Weapons in the Console War

**P**ast. Wanna hear a secret? Despite the ubiquitous hype surrounding the system, not everyone is gonna buy a Dreamcast the very day it hits the shelves. Yes, Sega's 64-bit superconsole will be the most powerful home system in the history of everything, and, yes, the early adopters among you are sure to brag on that thing like "you took on a fried peanut butter and-mine sandwich. But as cheap as the system's supposed to be, 200 bucks is still 200 bucks—and that's before you even start chalking out for Dreamcast games. Not every gamer has that kinda coin to toss at a brand-new console, especially if they're already spending \$100 or so a month to get their PlayStation or N64 gaming fix.



Are hi-res graphics worth \$30? Yep. Wait till you see Turok 2.

So a few of you are understandably a little nervous about the Dreamcast's looming launch in Japan and U.S. release next fall. You want state-of-the-art gaming hardware, but the day-to-day, wallet-draining realities of life—rent, tuition, the electric bill, clean underwear—can dent your pursuit of the next big thing. I know, I faced a similar dilemma back when the Super NES came out in my dirt-poor college days.

But just 'cause your pockets won't be deep enough to import or buy a Dreamcast doesn't mean you're resigned to console obsolescence. Sony and Nintendo aren't about to sell in the corner while Sega slips their systems in the face with one spectacular Dreamcast screenshot and 100k specs after another. And I'm talking about more than marketing hype lines here: For the first time in videogame history, two consoles are pulling out significant, cost-effective and—most importantly—sure to be successful weapons deep into their lifespans.

Nintendo's upcoming big gun in the console wars is hardly a secret weapon: The 4-Meg-pak, apparently the sole survivor of the 64DD program, is the best thing that can happen to the system and its owners. When it hits on Nov. 26, this \$30 promo will bring the graphics in Turok 2, Rogue Squadron, NFL Quarterback Club 99 and several other soon-to-launch titles up to the hi-res visual standards of 3D-accelerated PC games. But don't take my word for it: "In the future, we can use the additional RAM in part to enhance better on-line graphics, more textures, and possibly additional sound or voice enhancements," Steve Dauterman, director of development for LucasArts, said. "All of those things can help lead to bigger and better looking, and sounding games."

But then you already knew all that if you've been keeping up with our coverage of the 4-Meg-pak. What isn't so well known is how Sony intends to keep their 3-year-old system from showing its age. The Secret here lies in a small chunk of the PS development kit called the PlayStation Analyzer (PA). This recent addition to the dev-kit hardware helps programmers squeeze every drop of power out of the PlayStation's CPU, coprocessors and memory until they've achieved a 100-percent-efficient 3D engine. (Actually, the PA has been available for three years, but there were only three in the world and developers needed an appointment with Sony to use one. Now, they're a standard component of the development kit.)

Programmers activate the PA with a foot pedal (so, to gamers-by, it looks like mind control), which prompts the PA to display exactly what each part of the PlayStation is doing in bare steps up to a millionth of a second—and in color-coded histograms that can zoom in and out without loss of information. At its farthest zoom (seeing the whole of a game turn on screen at

once), developers can see exactly how much work the polygon-drawing hardware (the GPU) is doing compared to the processor. "The perfect game would have both running to capacity, with neither waiting for the other," explains Mike Dinkler, formerly of Bullfrog and now president of U.K.-based Mucky Foot, which is developing the PlayStation 3D beat-'em-up Urban Chaos. "So the PA lets you tweak the code until it's as nearly as possible reaches the state of perfection. The PA easily doubles the speed of Urban Chaos on the PS after just three weeks of use."

This hardware also lets developers achieve minimum polygon overwrite and even freeze games right at glitches, making bug killing a breeze. And if you needed any more proof that the PA is a good thing, get the 3Dm Turbine was reportedly the first game to benefit from its use.

Of course, the ultimate trick up the current machine's sleeves is—strange as it may sound—free age. Developers with hands-on time playery are now keenly comfortable with programming games for three, and who really wants titles that push the systems to their limits (MGS, anyone)? Sure, this is the only other city that has the issue of this PC arena's latest games. But the 3AM-art-supporting MGS game and third-generation PlayStation titles will at least be pretty enough to keep die-hard gamers happy until they've scouted together enough punters to buy a Dreamcast.



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www.infrared.com	
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Jaleco, Inc.	81
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www.kacicorp.com	
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www.meca.com	
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Nano In'it	235
Namco Home Ent.	218-19
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Nintendo of America	8, 9, 73
www.nintendo.com	
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www.nuby.com	
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www.playtron.com	
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www.sansing.com	
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Link 11	\$16
Link 12	\$16
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